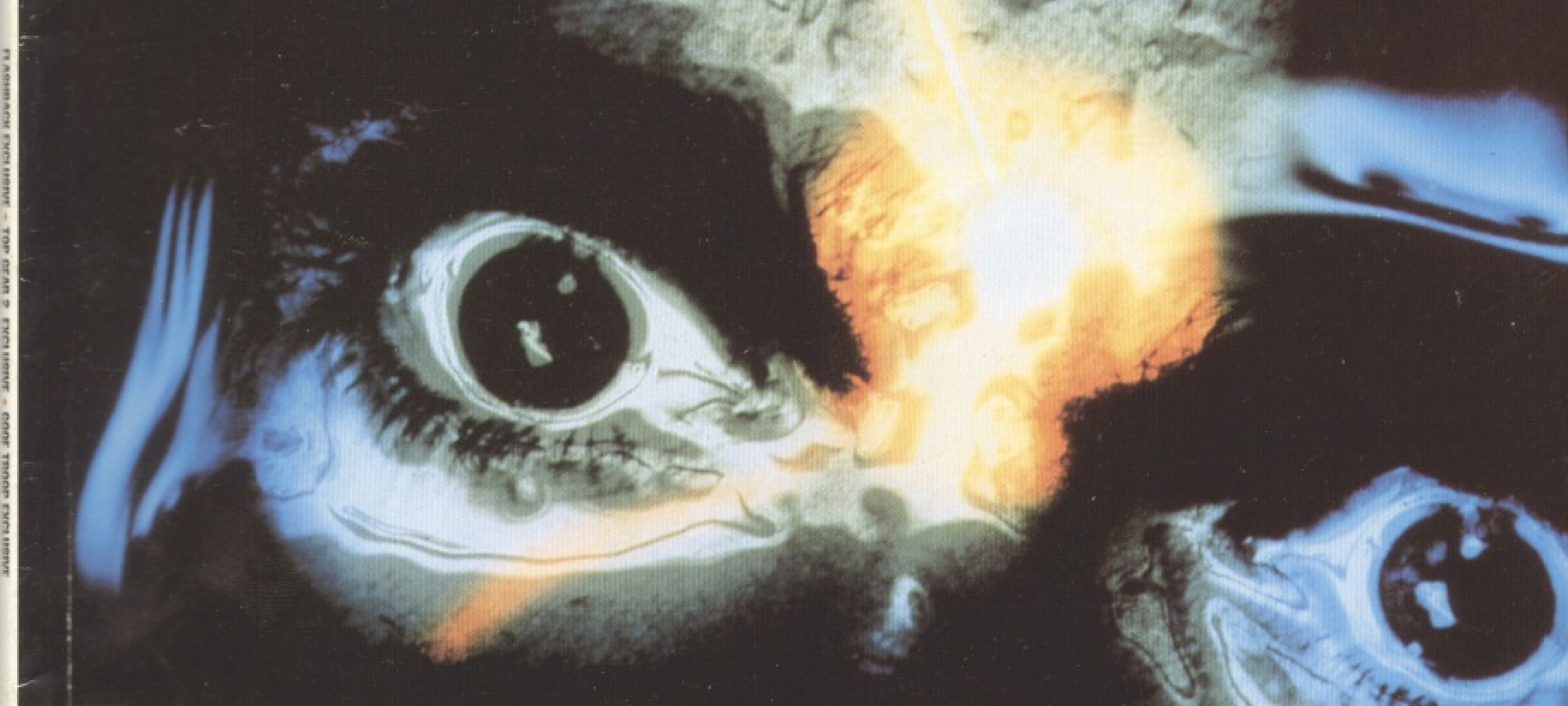
100% SNES

INSIDE: Top Gear 2 ● Might and Magic II ● Last Action Hero ● Sensible Soccer ● Equinox ● Sunset Riders ● Zombies ● Mega-lo-Mania ● Wing Commander 2 ● Ren and Stimpy





Capcom goes Goofy

Brace yourself for the Goof Troop

FLASHBACK

European exclusive

Live and dangerous

All the latest from Live '93 and ECTS

If your Super Putty book isn't here ask your newsagent for it. (UK only)

The ultimate console conversion?

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FLASHBACK







Prepare to have your mind blown...

A massive hit on all formats, *Flashback* finally blasts onto the SNES. Is this the best conversion ever or just one trip too many? Find out in the exclusive work in progress on page 22.

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The Guide

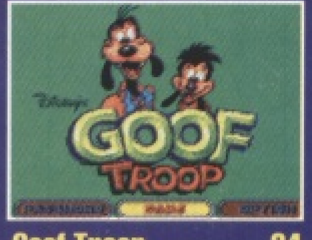







REVIEWS START ON PAGE 33

Reviewed and rated inside this issue…

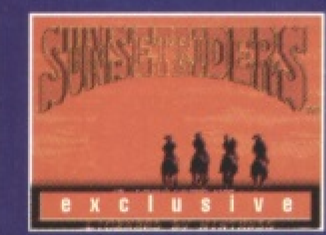






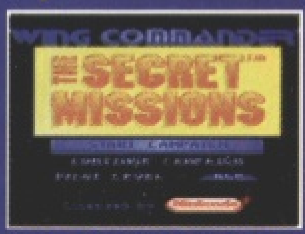






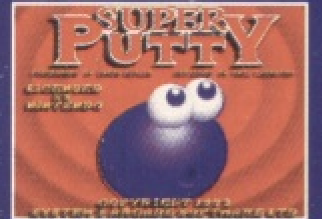






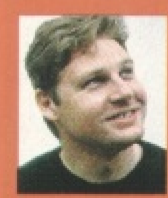


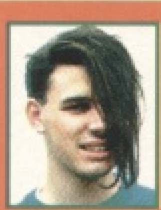




welcome to SNES FORCE

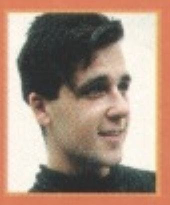
...the only read for dedicated SNES fans. Our favourite games this month are...

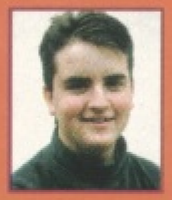

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senior designer
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Sunset Riders


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Zombies


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The News

November'93

Around the SNES world in 30 days...

THIRD PARTY PARTY

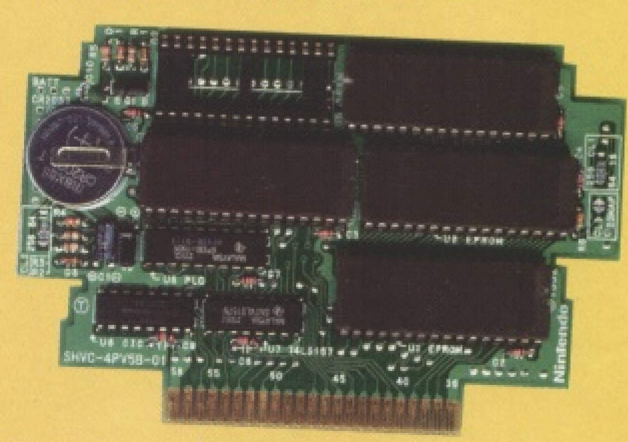
Following last issue's story on third party licensees finding it difficult to cope with the rising cost of Nintendo hardware in the face of the strengthened yen, Nintendo of Japan have responded to the needs of independent publishers with a new cartridge buying system.

Starting in October, licensees can buy their cartridge hardware in dollars instead of yen, making a substantial saving in bulk advance orders which should be reflected in software prices.

The strength of the yen, which has gone from 240 to the pound sterling to under 160, had effectively eliminated third party hopes of competing with Nintendo's new aggressive pricing system. The big N is bringing out several home-grown and bought-in titles (detailed last issue) at £39.99, while other companies are having problems competing with this marketing strategy. Nintendo's new hardware pricing system means that independents can still compete.

Savings for publishers will, depending on the meg size of the cart, the number of units and the buying method of the company, be between $2 and $5 per cartridge.

Following Nintendo's announcement, Electronic Arts *are* continuing to produce games on the SNES format, the first of their new titles appearing in early '94. EA was the first company to go to such measures, and it appears that their withdrawal was a key factor in Nintendo's decision. As EA's European boss Mark Lewis put it, 'Changing to dollars is a big step along the way, but it's not the only thing that will help the European market be vital and vibrant for third party publishers.'



Putting the cart before the horse: Nintendo's new pricing policy should mean cheaper game prices.

SKYBLAZER

Producer *Sony Imagesoft*
Available *November*
Status *Official UK release*

Is it a bird, a plane or another juvenile who thinks he can fly? Of course not. It's *Skyblazer*, warrior, hero, saviour, etc. and he's the latest super guy equipped with magical powers to save the day. And saving the day is going to be a monumental task for this golden child, because before the dawn of time (even before dinosaurs were invented) warlords stomped across the land, and it's the warlord Ashura that Skyblazer has to crush. Ashura is one wicked individual who yearns to smash the Mystic Pantheon, a magical temple that gives a light of hope all mortals look up to.

Now, Ashura has control of the temple and is using the forces to convert the disciples into evil warlords to do his bidding. Arianna, a young sorceress, has been captured by the menacing Ashura and awaits her fate in the Pantheon. But by jove, if there's one thing that gets Skyblazer riled it's when the girl he fancies gets herself all kidnapped. Does he wait until Ashura calls with talk of ransom? Tut, only the weak hearted would do that. No, before you can blink, the hero is off out the window and into the dangers of the outside world. Using his mystic strengths and weapons including the Dragon Slash, Comet Flash, Starfire, Lightning Strike, Fiery Phoenix and Warrior Force, Sky intends to fight off Ashura's evil forces. This new platform game has a lot going for it and is just one of the steps to launch *Skyblazer* as a new comic book hero. With multiple levels to explore, he could be the hero for the '90s and beyond...



Skyblazer: **action platformer meets mystical adventure.**

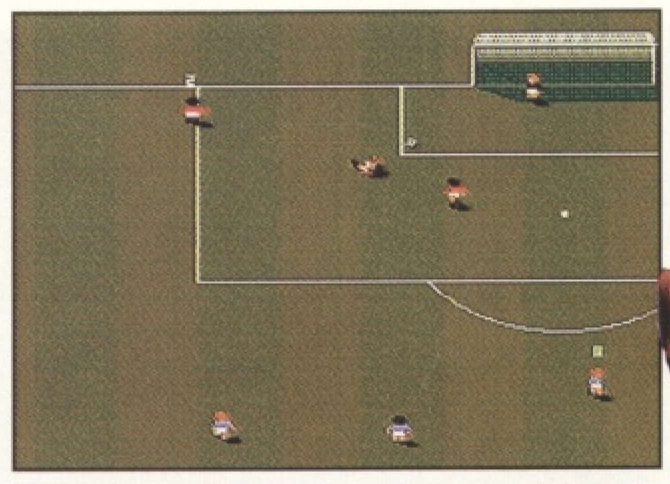
SENSIBLE SOCCER

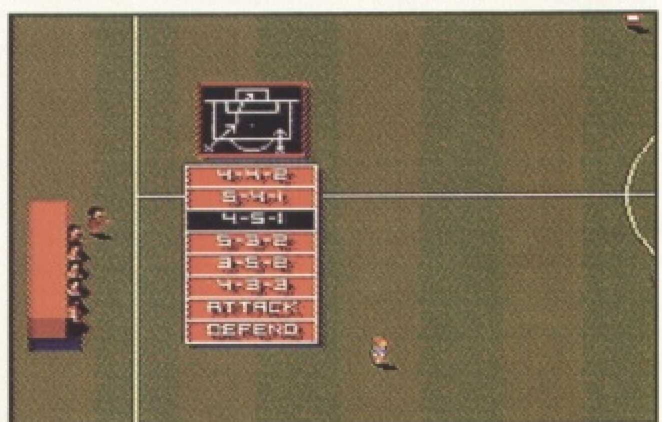
Producer *Sony Imagesoft*
Status *Official UK release*
Available *November*

You just can't beat a game of soccer — for violence. The World Cup is when the game really comes into a field of it's own. Everybody acts the perfect Euro-friendly citizen but as soon as the World Cup starts up there's an outburst of xenophobia in everyone. 'Okay so the Germans beat us but who won the war?' a perfect phrase from any terrace-based footy fan or armchair critic. Nowadays with corrupt managers and riot police making more substitutions than the players, the only way to see a decent match is to play on yer SNES and the perfect game is on its way — *Sensible Soccer.* If you've ever delved into the world of home computers you'll know



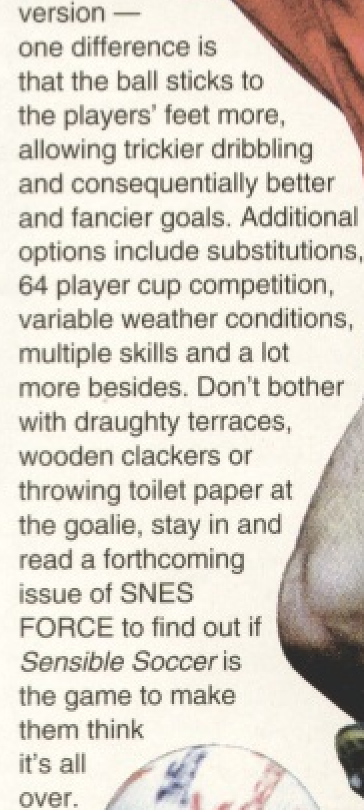
Choose from a variety of formations. The computer automatically warns If a player is out of position.





Tactics and team formations can be changed any time the ball is out of play.

this game has been one of the biggest sellers of all time. Even to this very day *Sensible Soccer* is still in the Amiga and PC charts and has established a mass following. With infinite possibilities of tactics to string together every game plays differently. With custom, club and national squads, every team you can think of can be controlled and if that's not enough you can design and name your own. Slight modifications and improvements have been added to the Nintendo version — one difference is that the ball sticks to the players' feet more, allowing trickier dribbling and consequentially better and fancier goals. Additional options include substitutions, 64 player cup competition, variable weather conditions, multiple skills and a lot more besides. Don't bother with draughty terraces, wooden clackers or throwing toilet paper at the goalie, stay in and read a forthcoming issue of SNES FORCE to find out if *Sensible Soccer* is the game to make them think it's all over.



Left: with a tweaked game engine and new goalkeepers, *Sensible* is more playable than ever.

ALFRED CHICKEN

Producer *Mindscape*
Available *December*
Status *Official UK release*

Bored with being fussed and pampered on the Game Boy, government candidate Alfred Chicken has decided to try his luck on the SNES. The beaky beggar's latest stint is still being programmed but even the early copy we laid our hands on looked and played great.

Pecking away at stubborn baddies and feasting on the delights of strawberry jam, the funky chicken's latest platformer is set to blow the feathers out of all other versions. More news next month but for now admire the graphics …



Alfred takes time out for a chat with Mr Peckles.

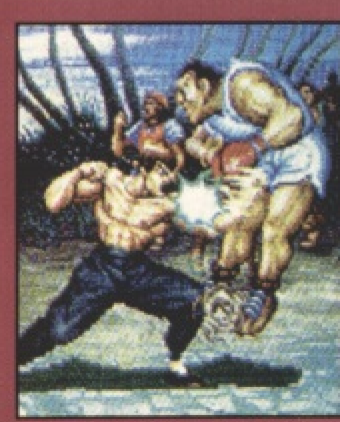
TEAM UP FOR SUPER SFII

***Super Street Fighter II* has officially hit English arcades complete with an incredible eight-player simultaneous option. The revolutionary feature on everybody's lips is the simultaneous control system, allowing four machines to be linked together so that up to eight people can battle it out at the same time. This is made possible by a new communications cable, and if there are less than eight players, the computer supplies the other competitors. Each fighter's ranking is determined through three matches. From the second match on, winners play winners and losers play losers. Even the sound is better, incorporating Capcom's new 'Q' sound system.**

This landmark in game history features redrawn profiles of all of the old favourites, a new intro and title screen, and, unbelievably, four great new characters and locations, giving a total of 16 choices of world warrior.

Cammy hails from England (hooray!), a young lady with deadly speed and moves — a rival for Chun-Li, perhaps? In her fatal repertoire she has the Cannon Spike (a vertical rising attack) and the Spiral Arrow (a drill attack). Fei Long, a Kung Fu master from Hong Kong possesses a literally stunning Shien-Kyaku (fire kick) and Rekka Ken (deadly punch). Next is Dee Jay, a Jamaican kick boxer who can't stop smiling — even when he decks you with his Air Slasher and Machine Gun Upper — wait until you see his victory dance! And last, but by no means least, there's Thunder Hawk, a mean, moody Mexican in the same league as Zangief, Honda and Bison. His special moves are the Mexican Typhoon, the Tomahawk Buster and the Condor Dive.

Some of the old favourites have been given new moves; Ryu and Ken now have a magnificent fiery Dragon Punch and Zangief has a powerful dive. Also enhanced are the character select and map screens, and there are first hit and combo bonuses. Watch the arcades for the machine of the century. You have been warned...



Balrog feels the full force of Fei Long's Rekka punch.

UP FRONT

Each issue Up Front brings you the ultimate guide to forthcoming releases. Updated every four weeks by our team of researchers, it's the most comprehensive software buying planner available. Remember though, release schedules are not set in stone, so on-sale dates may vary.

SNES

Goof Troop	October
Super Battleship	October
Battletoads	October
Wing Commander 2	October
Vegas Stakes	October
World Heroes	October
Aero The Acrobat	October
Zool	Autumn
Final Fight 2	Autumn
Quarterback Club	November
Rock 'n' Roll Racing	November
Super Putty	November
Shadowrun	November
Tuff E Nuff	November
Chuck Rock	November
Dracula	November
Might & Magic 2	November
Yoshi's Safari	November
Clayfighter	November
Street Fighter II Turbo	November
Adventures of Dr Franken	December
Alfred Chicken	December
Brett Hull	December
Cool Spot	December
Captain America	December
Wordtris	December
Might and Magic 3	December
Pink Panther	December
Sensible Soccer	December
Plok	December
Impossible Mission	December
Robocop vs Terminator	December
Lawnmower Man	Winter
Last Action Hero	Winter
Utopia	Winter
NHL Hockey '94	January '94
Madden NFL '94	January '94
NBA Showdown	January '94
Turn And Burn:	January '94
Super Battletank 2	January '94
Super Emp. Strikes Back	January '94
Impossible Mission	January '94
Mystical Ninja 2	February '94
Lethal Enforcers	January '94
Chaos Engine	February '94
Beastball	March '94
Lord Of The Rings	First Quarter '94
Dragon	First Quarter '94
The Jungle Book	First Quarter '94
Young Merlin	First Quarter '94
Muham. Ali Boxing	First Quarter '94
Steven Seagal	First Quarter '94
Solo Flight 2	Spring '94
Airborne Ranger	Spring '94
World Cup Striker	Spring '94
Star Trek	Mid '94
Lost Vikings 2	Mid '94
Power Slide	Mid '94
Mr Tough	Late '94
Peaky Blinder	Late '94

DAFFY DUCK: THE MARVIN MISSIONS

Producer *Sunsoft*
Available *November*
Status *Official UK release*

The dastardly Marvin the Martian has certainly had a busy year. In twelve months he's conquered countless planets, kidnapped numerous politicians (for which most people would thank him), and all without a holiday. Not even a weekend off!

The only other person… erm, duck who'll work these unsociable hours is the tireless crusader Duck Dodgers (alter ego of the inimitable Daffy Duck), whose quest to stop the evil Martian is unending. Well, until he succeeds — then it'll have to end…

Anyway, set over five planets and 20 levels, Daffy must overcome unsociable terrain and countless monsters by choosing which of his six weapons are most suitable for that particular area or creature. The adventure takes the daring duck from the boiling volcanoes of the holiday planet Magma to the water planet Aquarion-4, to the ice-cold rings of Zeus-3 and finally Mars, where Marvin wants to blow up the Earth — it blocks his view of Venus, you know. Daffy uses his shield and weapons to rescue the hostage government employees and survive as only he knows how… by the law of the Duck.

Energy is shown by the statutory health meter, depleted on contact with the alien menace. Our hero's movements are so realistic, he even recoils when firing a powerful weapon. By collecting cash, Daffy can buy new, improved weapons, including the reliable, infinite ammo blaster, a freeze gun, an electricity gun, a three-way blaster, a bomb gun and an anti-matter ray — and don't forget to collect fuel for the jet-pack!

Search for secret caverns and hidden bonuses and power-ups, defend against deadly needle-shooting cacti, block a barrage of unfriendly space mines and battle a stream of downright anti-social undersea instant Martians. It's a duck's life.

Based on the wonderful 'Duck Dodgers in the 24 1/2 Century' series, *The Marvin Missions* includes clear, smooth cartoon animation, infectious digitised speech and loony fun all the way. So clean your feathers, pull on your jet-pack and get ready for what could be the platform adventure of the year…



The totally quakers Daffy Duck takes on his arch-rival Marvin the Martian in his latest adventure.

RANMA 1/2 PART II

Producer *Ocean*
Available *November*
Status *Official UK release*

And you're confused about *Will's* gender? Well you just wait until Ocean officially release the wacky Japanese import *Ranma 1/2 II*, this *SFII* inspired manga-style beat-'em-up stars Japan's androgynous superhero — Ranma, who changes from being a shy and demure teenage boy to an aggressive teenage girl on contact with water. There are nine other equally bizarre characters to tempt your fancy, from the skinny young science-kid with electronic attacks to the King of Hearts and the red-headed girl with her magical waterfall special move and the fat E. Honda-esque panda that has achieved cult status. The action starts in late November, so join us next issue for a full review.

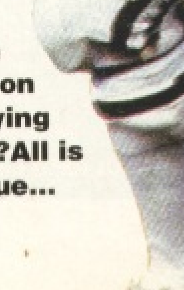


Spinning doll attack! Look out for plenty of weird and wacky special moves in *Ranma 1/2 Part II*.

NFL QUARTERBACK CLUB

Touchdown!! Padded shoulders, screaming fans, jeering rivals and more trainer endorsements than you can shake a foot at… they're all here. From Acclaim and the team that bought you the acclaimed *John Madden* football series comes a new perspective — *NFL Quarterback Club* presents a new outlook on American football, seen through the eyes of the top quarterbacks. Choose from 28 NFL teams and claw your way to the top of the league, or go head-to-head against a rival in The Quarterback Challenge.

Play is viewed from a state-of-the-art 'quarterback-view perspective', giving a flying-eye view of the padded-to-the-gills action. On this 16-Meg cart, the player can choose weather conditions and there's even an option allowing you to transfer quarterbacks. Ever wondered what the Houston Oilers' Warren Moon would be like playing for the NY Giants?All is revealed next issue…



LAWNMOWER MAN

Producer *Storm*
Available *December*
Status *Official UK release*

Virtual Reality is a huge revolutionary success, arcades have never been the same since and even medics and pilots are starting to realise the potential of the software. It was the subject matter in the hit film *The Lawnmower Man* and the visual phenomena is coming to your console…



Lawnmower Man: **the first home VR game?**

Jobe was a simple gardener with the mental agility of a child. His working days were carefree, he never complained about anything or suffered from stress. But everything changed the day Dr Lawrence Angelo introduced himself to the gardener. Working on projects involving Virtual Reality, Angelo succeeded in developing the mind of a chimpanzee and wanted to increase the IQ of a human — Jobe, the Lawnmower Man, was his choice for the experiment.

If you've seen the stunning film you'll know that Dr Angelo's plan didn't quite go as intended, Jobe did improve his mental age by 400% but soon everything went out of control. The game of the film follows Lawrence's quest into the mysterious world of Virtual Reality, where Jobe's now haywire mind must be stopped before the entire world is threatened.

Featuring stunning VR sequences, hectic platform action, high-speed driving sequences and frantic shoot-'em-up stages in virtual worlds *The Lawnmower Man* looks to be a whole new gaming experience. Collect your grass cuttings first with SNES FORCE…

SONY'S NEW IMAGE

Sony Imagesoft have shaken up the Nintendo scene by barging into the market and slamming down a release schedule to make SNES owners slobber in all the right places. And there's good reason for the wave of excitement as seven games are to be released this November.

To begin with there's *Chuck Rock* everyone's favourite caveman, *Hook* daintily leaping upon the shop shelves and *Super Bomberman* blasting onto the scene with a frenzy of explosive four-player multi-tap action.

If that isn't enough there's *Flashback, Equinox* and *Cliffhanger* (see our previews and reviews this issue).

Not many companies release that many games in a year, let alone a month, but even with such an impressive schedule Sony aren't satisfied. Next month we've got reviews on *Last Action Hero, Skyblazer* and the incredible *Sensible Soccer*. Don't miss them!



Arnie heads Sony's push for action heroes.

SUPER CONFLICT

Producer *Vic Tokai*
Available *December*
Status *Official UK release*

Super Conflict is about making war. Not just your common garden variety, though — in this statistically precise strategy/simulation, the player has to bear in mind the battle's terrain, the defence advantage gained by acquiring an area, whether to attack or retreat, how many units to use in battle… and you thought war was mindless destruction!

Action is either one- or two-player simultaneous, and play can be more strategy based by picking the short option, missing out the battle simulations but providing a summary of damage and enemy status. In one-player mode, the player assumes control of the blue forces over five skill levels and 55 different scenarios. Two



***Super Conflict*: the thinking man's war game.**

player involves the second participant taking on the red forces' mantle, and includes a unique handicapping system to equalise players of differing skill levels. The goal is to destroy the enemy's Flag Unit. In levels one to four, the Flag Unit is a tank, but in level five there is also a Flag Ship. The Flag Unit has a similar role to the King in chess — once it's destroyed, the scenario is over. Again, as in chess, units have varying strengths and capabilities.

So, keep your eyes open, your trigger-finger steady and remember — all's fair in love and war…

FREE TO A GOOD HOME — REN & STIMPY!

Competition

Q: How do you capture an overweight cat and an underweight dog inside a television?

A: Enter this competition and win *Veediots!*

For as soon as you put the cart into your SNES, Ren and Stimpy are released into the machine to run riot and wreak havoc trying to get out, but they promise to tidy up before they leave.

In T•HQ's new *Ren & Stimpy* game, the hapless duo are stuck inside their own TV show and want desperately to escape out into the real world, with real food. Pizza delivery heaven.

For more info check out the full review this issue on page 66, with glorious technicolour screenshots of Ren battling teeth-beavers, looking butch in a uniform and trashing a house, plus Stimpy creating mayhem as a mad scientist, floating around inside an alien and generally being a Space Cadet. Help the friends escape the clutches of evil Muddy Mudskipper and his slimy mates. Meet Powdered Toastman, and maybe even earn yourself one of the range of gorgeous novelty logs — a welcome addition to any home, trophy case, mantlepiece etc etc.

Normally, those sick little monkeys at the games shop charge a small fortune for the privilege of rescuing R&S, but at SNES FORCE we've got ten carts to give away absolutely for free! It's better than bad, it's *good*! Let's have a recap there, Space Cadet Stimpy. Oh joy!

10 Free *Ren & Stimpy* Carts!

No self respecting human being would turn up their nose at such a wondrous opportunity, especially seeing as all you have to is fill in the coupon below and send your entries to Ren and Stimpy Compo, SNES FORCE, Impact Magazines, Ludlow Shropshire SY8 1JW.
So go on, man, don't be a bloated sack of protoplasm. It isn't YAK Shaving Day, you know!

Answer the two questions and send them to us before 20th November…

1) Ren Hoëk is which of the following?
a) An asthma-hound Chihuahua.
b) Really, really muscular.
c) Real.

2) Complete this Stimpy catchphrase. 'Go ahead and make fun. But you'll be sorry when…'
a) '…the novelty preacherman pays you a visit.'
b) '…all your teeth fall out.'
c) '…I perform bastinado upon you.'

Name……………………………………………
Address……………………………………………
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Age……………………………………………

We know what you want. You coveteth the editor's ice cream bar, so his decision is final. And no correspondence will be entered into or he will keeel you! If you don't want to receive information from any other companies please tick this box. ❐

We apologise for the reduced sized news section this month but due to the importance of the ECTS and Live '93 shows and our commitment to quality reviews coverage, we had to temporarily drop 20/20 and Charts. Don't worry though, turn over for seven pages of the hottest news on the super Nintendo scene. Normal service will be resumed next month.

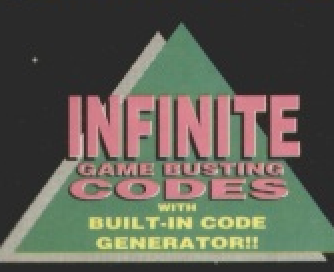
ULTIMATE BUSTING CARTRIDGE

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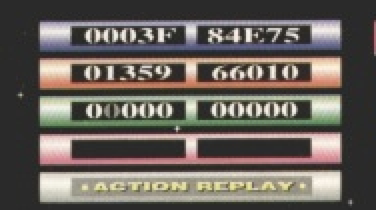
"Pro Action Replay is a mean piece of hardware, this thing busts games wide open"
TOTAL! 94%

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo or play on any level. Become invincible with the Action Replay Cartridge for your SUPER NES™, NES™ and GAME BOY™ Console.

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Live & Dangerous

Take the world's biggest electronics companies, 150,000 avid games fans and the SNES FORCE crew. Put them all together in London's famed Olympia exhibition halls and you've got the biggest and busiest electronics showcase of the year...

Between the 16-20th September, Olympia hosted Live '93 — the biggest and most ambitious consumer electronics show staged in Europe this year. Over the course of the four days almost 150,000 people from all over the world paid £7 per head to see the latest innovations from the world's largest electronics companies.


9.30am Olympia's main hall as the first crowds begin to arrive.


Masses of eager gamesplayers cheer on a challenger at Impact Magazines' Forcefield Plaza.


The main games stage with another contestant trying to beat our very own Simon Hill at *Mortal Kombat*.

Many such as Sharp and Apple used the occassion to launch new products. The former with its View Cam, a fully portable, hand-held video camera with built-in colour LCD screen allowing you to film the subject without having to look down a lens. Apple's new Personal Digital Assistant (PDA) known as the Newton also attracted masses of attention. Basically a digital Filo-Fax, it converts handwriting into type and then stores it electronically in a built-in hard drive — ideal for slow typers and the ultimate Yuppie accesory!

A wander around the massive multi-tiered halls also revealed the latest in satellite television, home cinema, personal and in-car hi-fi, music, cameras and virtual reality. Despite all these massive attractions, one stand more than any others constantly gathered crowds well into the hundreds.

Anyone who went to Live '93 will testify that if you wanted action, the place to be was the Forcefield Plaza — home of Impact Magazines and our very own SNES FORCE. Over the course of four days our champion, Simon Hill, took on all comers in a relentless pursuit to find Europe's best games players. Challenges were held on all the latest Konami games and a host of other top titles but top of the agenda were the blood-thirsty *Mortal Kombat* bouts.


One of the many attractions was the impressive Virtual Reality stand.

With Mortal Monday only three days previous, a hi-tech sound rig blasting out the theme and two massive video walls accentuating every brutal blow, this truly was an audio-visual experience to behold. In to this arena strode our gladiator, Simon, and proceeded to tear the opposition to shreads.

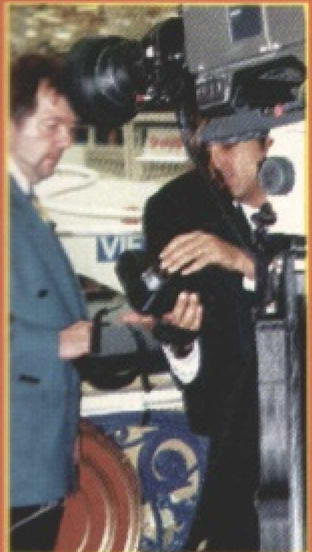
His unbroken run of victories only served to boost the resolve of the thousands of game fans yearning for the chance to perform a fatal death move and claim the title of games champion and a host of exclusive prizes. Unfortunately, though only a handful of challengers emerged victorious. Win, lose or draw though, judging by the roars from the crowd, everybody at Live '93 had a really great time ■


The seats are pushed back and hands reach for the sky. So who's the best SNES magazine? SNES FORCE!!

The other side of live...

Okay, so you've heard all about Live '93 but what *really* happened? The advertising campaign promised all the excitement you could handle and Impact Magazines were there to ensure the fun didn't cease — that was, if the staff didn't drop dead of exhaustion first. Chris 'Satan' Hayward offers his warped thoughts on the biggest consumer electronics show of the year...

When I first heard of Live '93 I assumed it was a religious convention where all and sundry would give thanks for the world and life in general. Surely the event could have been more appropriately named — The Expensive Equipment Show would have been better or Spend A Whole Day Looking At Distant TVs Through A Huge Crowd And Go Home With A Plastic Bag And A Few Leaflets Show. I suppose they would have had trouble fitting all that onto the posters. Still, due to my lack of experience concerning huge shows (except for seeing Nookie Bear at the Birmingham Hippodrome) I approached the event with trepidation (and a fuzzy head). What would our Impact stand be like? What of the thousands of visitors predicted? I could never have prepared enough for the events that followed...

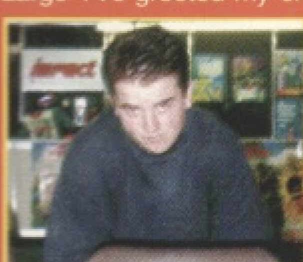


Well look who it is! It's that famous cameraman from off the telly!

Unfortunately, both Will and Jon had to stay behind to run the treadmill which provides Ludlow with electricity. But I didn't linger on the subject of how great it would be without them for too long. It was sad to see them waving handkerchiefs as I departed, but that was because they were my handkerchiefs and I was concerned of the outcome if I were to catch a cold while away.

In the beginning...

The first day of Live '93 rolled off to a slow start mainly because my head had taken a severe battering after some intense liquid indulgement the night before. Still, sporting my Impact polo shirt (complete with lavish embroidery) I staggered into the mecca that is the Olympia stadium and set eyes on the Forcefield Plaza which was to be my home for the next five days. Large TVs greeted my entrance along with the video advert to *Mortal Kombat* which, incidentally, was continuously played from back to finish, all the time (hence headaches, sore ears and zombiefied Impact staff).



The morning after the night before, after two other mornings and nights. Simon's withered face says it all!

The Plaza's purpose was to hold games challenges and hold them we did. Minutes after the show started people were gunning to have a shot at us. *Mortal Kombat* drew phenomenal crowds yet Simon managed to defeat every single opponent (apart from a few four-year olds but that was because Simon had a bag over his head). My personal challenge stint was, how can I say? Incredibly bad. *Streetfighter II Turbo* attracted serious competition and although I went undefeated for the majority of Saturday the rest of the days saw me Guiled, Kenned, Hondaed... My excuse? I blamed the pad, my seat and even my old shrapnel wound from the Crimean war.

As the days progressed, so the crowds got bigger and dishing out prizes from the Forcefield Plaza became increasingly dangerous. With a sea of hands clawing in the air like a team of velociraptors, people were losing blood over T-shirts and other goodies hurled from the stage. Behind the scenes we had some riot gear ready just in case things got out of hand, and people tried to steal things. But the riot gear got stolen so we had to make do with padding our polo shirts with armour and bullet-proof vests. By the second day my feet refused to act normally and searing pains attacked my strained eyes but like an old soldier I struggled on until it was all over (and this was just the fiasco to get out of bed each morning). Could I possibly survive the entire five days? It seemed like an impossible task but one thought kept me going. No, tell a lie, several thoughts kept me going...



Chris: 'So mate, how does the *Mortal Kombat* tune go?' Simon: 'You hum it and I'll kick your teeth in!'

a) I might actually win a *SFII* match.

b) the girls at the Sharp stand.

c) I could sell my polo shirts when I got back home and invest in some proper clothing.

Sunday trading

Without doubt Sunday was busy (not even vicars attend church these days) and as the *Mortal Kombat* theme continued to beat away in it's infinite glory the shattered Impact staff crawled into the arena to face another day. They sat slouched, tarmac coffee in hands, trying to rejuvenate some sparkle back into their withered bodies murmuring about the highlights of the day before; the popularity of the stand, the influx of people and how Simon managed to play the challenges for so long. I too wondered how Simon had prevented his head from imploding. For days he had sat playing games non stop and on further inspection I realised — he'd turned into an android. The *Mortal Kombat* moves locked into his memory first led me to this suspicion but by Sunday it was the metal horns sprouting out of his head that gave it all away. Virtually undefeated Simon faced his biggest test to date (which turned out to be a easy victory) — a challenge with Danny Curly.



Signs of madness appear in many forms — hairs on the palms of your hands, foaming at the mouth, wearing *Cool Spot* bags on your head!

The FORMER Sega champion got a bigger beating by the public than my humble self. The 'champ' was well and truly hammered at *Mortal Kombat* and retired from the challenge stammering 'I've never played it before'. Strange really, the eight youngsters who beat him claimed the very same thing. Mr Curly then continued to get trashed at *SFII*. Firstly by our own games guru Simon and then by a string of contestants. This shabby performance rebuilt my confidence so I calmly took to the stage... and wearily trudged off moments later after losing for the umpteenth time.



All hell breaks loose as Impact Magazines' answer to Take That appear on stage.

The final count-down

Monday. The last day of Live '93 and the relief on the exhibitors faces was starting to show and as the remaining trickle of visitors filed through the exits (to the continuing techno beat of *Mortal Kombat*) a cheer rose from the stadium. So with the last pin badges snatched from the Forcefield Plaza, the Impact team gathered up the remains of their belongings and began the long journey back home. That in itself was an experience as the coach was being driven by a demon who seemed to love speed and had an aversion to those things... oh, what are they called... road signs.

All in all it was definitely an experience. Thanks go to all those who came along no matter how badly you humiliated me on *SFII* or how rude you were when buying something. It was a laugh and I enjoyed every minute of it (or was that one minute of it?). Now then, how did that *Mortal Kombat* tune go again? ■

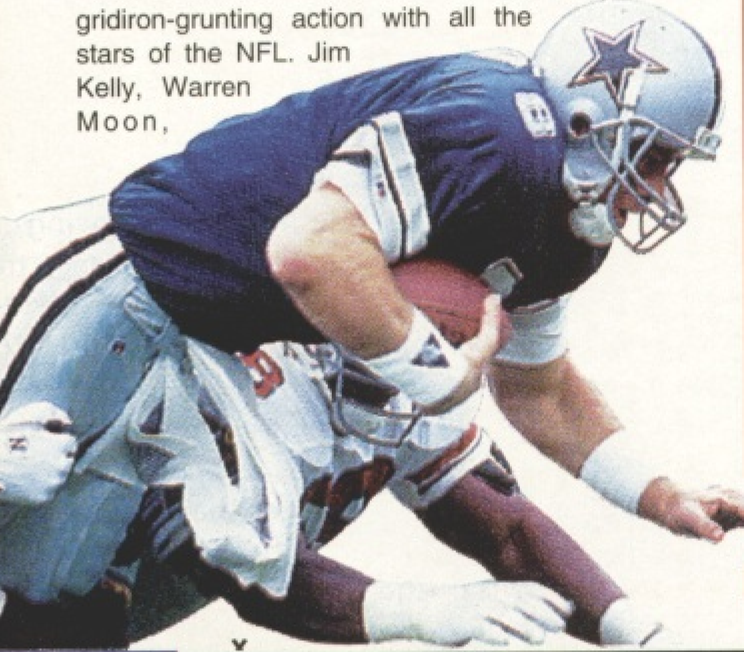
Software Showdown

Want to know what's going to be number one at Christmas? Well, the chances are it was one of the hundreds of games unveiled at The European Computer Trade Show...

It's the most respected electronics trade show in Europe. In total, 5,758 people visited London's Business Design Centre, including delegates from the US and Far East to witness the premiere of all the latest, greatest software and hardware. All of the big companies are there, with all new, dynamic products to blow your mind and your wallet away. And of course, we were there to bring you a comprehensive guide to this major software event. Companies hold back their new releases for a couple of months prior to the show, and the prestigious unveiling of all that's gonna be causing a stir on the SNES scene is here for your digestion. Here's the lowdown, listed by company.

Acclaim

And what do Acclaim have in store for you? Their impressive schedule kicks off with a December release of *NFL Quarterback Club*, gridiron-grunting action with all the stars of the NFL. Jim Kelly, Warren Moon, John Elway and 28 teams are crammed into a 16-meg cart which boasts a 'Quarterback-view perspective' and training sessions to better the aim of your quarterback. American Football fans should be in seventh heaven.



To fill out your Christmas stocking, Mr. Claus might well stuff in a copy of *Spiderman and the X-Men*, super heroic adventure with the web-slinging wonder and his tight-wearing chums. Then again, *Bart's Nightmare* may be the game of your choice for the yuletide season because he of yellow face and cheese grater-esque hairdo is back in another wacky adventure with his deranged family. Unfortunately, neither game is likely to reach British shores until the new year, so your stockings may be a little less plump than expected. Best make do with a tangerine, eh?

Hands up if you can name Accolade's latest signing.

Accolade

There seems to be sport to cater for every gamesplayer in Accolade's new year roster. December sees *Pelé* come into the 16-bit spotlight. Lead a squad successfully through 30 matches and you get the chance to face Pelé and his Brazilian World Cup team. The man himself helped design the game and his skills can be called upon to coach your team members. Using a 35-degree perspective and an abundance of options, this may be the definitive football sim — especially if the early version is anything to go by.

If you've recently returned from American shores you may have caught a glimpse of *Speed Racer*, a cartoon that is apparently one of the most successful ever shown in the US. Players assume the role of the *Speed Racer* in a lightning quick race across six courses including the Danger Pass, the Snake Track and Valley of Destruction — circuits based on episodes from the cartoon. Characters and their cartoon hot rods are the competition and considering the series first appeared in 1967 it's a miracle the automobiles are still fit to race. At the moment only the PC version is available but a SNES game is in development and expected to be ready in the new year.

Continuing on the theme of sport is Charles Barkley, ace basketball player who was voted the NBA's most valuable player in 1993. The title of the game has not yet been confirmed, but it does involve one thing — basketball, and lots of it.

Another sports superstar is Brett Hull and he stars in his own game *Brett Hull Hockey*, the first ice hockey game Accolade have embarked on. Hockey, though still lacking in TV coverage here in Britain, is one of the fastest growing spectator and recreational sports. The video game hopes to recreate all the highlights and high fights of the sport. 42 half-game seasons, 84 full-game seasons, play-offs and even an All Star competition make it a cool contender for the best ice hockey game to date. And let's face it, considering the small amount of games in the genre it can't really fail.

Bandai

With seven new titles for release in the next few months, Bandai have been very busy recently in order to keep up their high standards. *Lamborghini American Challenge* is (believe it or not) a racing game which should see the light of day in late November. A two-player, Superscope-compatible racer set in the crazy world of illegal Saturday night races. Burning your way across the USA in a Lamborghini Diablo, developers Titus Software invite you to bet against the opposition, skid through the traffic in various weather conditions, keep an eye out for the cops and spend your hard-earned readies on customising and souping up your wheels.

The unparalleled RPG *Shadow Run* is also due for official UK release in November, (check issue 2 for our 92% review), plus *Nigel Mansell's World Championship* (82% iss. 3) and *Tuff E Nuff* (65% iss.

2) which has an extra seven fighters courtesy of a secret code in the instruction manual.

GP 1 is a motorbike racer where the GP refers to Grand Prix and the one- or two-player simultaneous action takes place on six different bikes over 13 courses, a personal mechanic with you all the way and prize money to put toward the ultimate racing machine. October is the month to watch.

International Tennis Tour boasts a world championship, over 200 tournaments, a nations cup and different training modes and game levels. You'll be able to get your hands on its grass, clay, hard or indoor surfaces in one- or two-player, in singles or doubles and incorporating a password system in October.

Another official release is *The Blues Brothers*, even though it's been around on import for ages — check the Super League™ for a rating.

Elite

The people who brought you *Striker* have gone back to their familiar style of platformers (remember *Joe & Mac*?) for the near future, although they are planning *World Cup Striker* for a provisional release date of just before the World Cup in the 2nd quarter of '94. So far, confirmed features include up to four-player simultaneous action in any combination of 'versus' games, improved sprites, battery back-up, improved CPU and goalkeeper 'intelligence', icon menus, meaner refs and all the glitz that an American World Cup promises.

The first of their definite releases is *Might & Magic II* (see review this issue), a conversion of the outrageously successful series of RPGs on the PC. The world of Cron is fast degenerating into anarchy, heads of state are mysteriously disappearing and law and order becoming sword and sorcery. Naturally, as a community spirited member of Cron society you take it upon yourself and a few mates to put things right, getting offered many small sub-quests on your way to solving this nationwide riddle.

Set for a 12th November street date, this adventure is a party-based game offering a staggering 16,000 3D locations, 250 monsters to scrap with, over 250 weapons and collectables, 96 spells to learn, auto-mapping to save time, all squeezed into an 8 Meg cart with a battery back-up too.

December 3rd is the calendar date to ring if you're hanging out for *The Adventures Of Dr Franken* on your SNES. After the Game Boy antics of the original Frankie game, Frankie and his girlfriend Bitsy decide to take a holiday. Unfortunately, she's not eligible for a passport so with tears in his eyes he dismantles his beloved and posts her to the resort. Well, the Transylvanian postal service aren't renowned for their reliability and just *guess* what happens... Bitsy's scattered all over the shop and Franky's gotta find her in an immense platform outing. The 240 levels (including four bonus stages) claim to be (quote) 'a truly tremendous visual experience'.

And last, but certainly not least, comes *Power Slide*, Elite's stab at a truly great racing game, incorporating the much-hyped Super FX chip. With realistic vehicle/ landscape interaction, four-wheel, front-wheel and rear-wheel drive, fourteen landscaped 3D circuits, one- or two-player simultaneous play and a multitude of other features, it promises to be one hell of a game when released in the second half of '94.

Electronic Arts

ECTS was somewhat of a confusing show as far as EA plan's for '94 were concerned. Almost as soon as the show's doors opened, rumours began to circulate regarding EA's possible withdrawal from the Super Nintendo scene. Despite this, the EA stand was laden with a host of new titles proving beyond doubt when it comes to sports sims they're in a league of their own. With no less than five releases scheduled for January it's going to be great New Year for EA fans.

First onto the field is *Madden NFL '94* a complete redesign of the previous *Madden* games featuring a new game engine specifically designed for the SNES. Mode 21 technology is used to produce a breathtaking 360 degree field rotation instant replay feature. A full 16-game NFL season has also been added, allowing players to choose a team, create a schedule and fight through to the Super Bowl.

For that extra edge of excitement, *Madden NFL '94* also supports the multitap adaptor allowing three versus two action or all five players against the computer. With 12 new franchise teams, 72 new offensive plays and new Madden colour commentary, this is definitely a whole new ball game.

If basketball is more your scene, the hottest action on the court is *NBA Showdown*. Featuring all 27 teams and players from the 1993 NBA season, full season play and a battery back-up, the emphasis is most certainly on realism — there's even a range of player signature moves like Shaq's Gorilla Dunk.

A redesigned game engine makes Maddens '94 a whole new ball game.

***Yogi*: smarter than the average console game.**

Completing the set of top American sports licenses is *NHL Hockey '94*. Another multitap game, this builds on the original with a dozen or so enhancements including redrawn graphics, manual net minders and new crowd animations.

Continuing their commitment to quality simulations, EA has signed an affiliated label agreement label with strategy specialists Absolute Entertainment. The first two titles to be released under the terms of this new deal are *Super Battle Tank 2* the sequel to the much-praised Gulf War tank sim and *Turn and Burn* which puts the player in the hot seat of a US Navy F-14 Tomcat fighter.

Both 16-Meg carts are scheduled for a January release at £49.99. We'll be bringing you more information on all these titles next month.

Empire

Five, four, three, two, one, Empire Software are go! Believe it, the puppets on a string known as the *Thunderbirds* are to star in their own game. Scott, Virgil and all the lads and lasses with trembling bottom lips feature in 10 mega missions including all of the fancy vehicles — even Lady Penelope's pink Rolls.

Another TV classic comes in the form of *Yogi Bear*. After hibernation, Hanna Barbera's famous Jellystone resident wakes up and discovers a factory is to be built in the park. Boo Boo and the rest of Yogi's chums make cameo appearances to help the bear warn Ranger Smith.

First comes a game and then comes the name and, as yet, Empire's latest soccer sim is untitled. Not that it makes the slightest bit of difference to the options included — banana shots, dribbles, headers, barges, aftertouch and many more skills and tactics are used to win the many tournament titles.

Hot on its heels is the visual spectacular *Space Ace*. The early '80s arcade version set new standards in animation techniques and the SNES conversion is just as good if not better in graphical style.

Gametek

Unveiling a clutch of SNES conversions of their classic PC games, Gametek also announced the signing up of rights to Grandslam's *Nick Faldo's Championship Golf*, which was a huge success on the Amiga. Perhaps a *good* golf game on the SNES?

After months of gloating from PC and Amiga owners, us console kids finally get our mitts on *Humans* in October. Stone Age man was a pretty dozy character, and this humourous simulation puts you in control of a tribe of such Neanderthal nerds with survival as the goal.

Another successful Amiga game arrives in January in the shape of *Pinball Dreams*. Not much is known about this one apart from the four tables to play on. These are the futuristic, space travelling *Ignition*, iron-horse antics in the American old west with *Steel Wheel*, pop music galore on *Beatbox* and the haunted graveyard of *Nightmare*.

Gremlin

After his popularity on home computers, Gremlin are to unlock the doors on the ninja form the Nth Dimension — *Zool*. As gigantic platform games go,

this is one of the biggest and most addictive. Through seven levels of blistering colour the agile alien must defeat assorted nasties, complete puzzles and ensure his black hide doesn't get tanned.

Amiga owners loved the bouncy bloke in all his bandannaed glory, but will he be as well received on the Nintendo scene — just how many bastions can one console carry?

Gremlin's ninja is too cool to Zool.

Imagineer

The company that brought you this issue's brilliant *Mega-lo-Mania* also have two more games to crow about. *Run Sabre* is a platformer in the mould of the now aged *Strider*, embarking on a two-player suicide mission to five locations. Battle evil mutants and gigantic guardians with your lethal kick, flashing sword and limited super magic weapon.

Wolfenstein is a 3D adventure, similar in look to the indoor sections in *Jurassic Park*. Textured, mapped dungeons to explore as you fight a dictatorship along the lines of Nazism, and an armoury of weapons to collect in the closest we've yet seen to VR on a console.

Infogrames

The producers of the excellent *Asterix* platformer have signed up another set of small, cute cartoon characters for a Christmas release date. Think back to your distant past when you'd get up early on a Sunday morning, switch on the telly before your parents got up and watch... *The Smurfs*! Those little blue terrors are coming soon to a SNES near you, in their attempt to rescue the three Smurfs already captured by the sorcerer the Gargamel. Brainy Smurf, Jokey Smurf and Smurfette have been smurfnapped and it's fallen to you to rescue them. This platform venture takes you right across the Smurf world to meet Azrael and eventually The Gargamel itself. It looks great and there's every indication it's going to be utterly smurftastic.

Interplay

Sporting one of the strongest line-ups at the show, Alyson Goddard and the Interplay crew are all set to launch a full-on offensive for the Christmas number one spot. Prime candidate is the eagerly awaited spoof on *Street Fighter II, Clayfighter.* With incredible graphics, fluid 'claymation' and help from a cast of cult characters including Bad Mr. Frosty and an Elvis impersonator named Blue Suede Goo, this will be rockin' the hearts of game fans throughout the festive season.

Speaking of rockin', if you're a secret air guitarist or a fully-fledged rocker, the thrills and spills of *Rock 'n' Roll Racing* will have you head banging in no time. One of the most enjoyable racers we've ever come across (take a look at the review on page 58 for more information) you'll be able to catch up with a copy in late November — if you're quick enough.

If all-action blasting is your idea of fun, prepare for an overdose of euphoria as *Robocop vs The Terminator* blasts onto the SNES in late November. Causing chaos and destruction throughout 12 levels of cyborg carnage, this 16-meg cart promises the greatest battle in science-fiction history.

One for animal lovers is *Claymates,*a morphing extravaganza where players take the form of such creations as roaring mice and Muckster the wall-climbing cat.

And what of the New Year? Well there's a conversion of the Tolkien classic *The Lord Of the Rings* to look forward to plus a sequel to the award winning puzzler, *The Lost Vikings* — and after that, everyone at Interplay should take a *very* long holiday!

JVC

As well as producing top quality musical equipment, JVC have a remarkable amount of games just begging to be let loose on an unsuspecting public. The legendary computer adventure *Dungeon Master* is soon to be gracing the SNES. Set in a maze of twisting corridors and secret rooms, you guide four 'champions' in an attempt to find the mythical Fire Staff.

Jaguar XJ220 is a sudden leap from the suspense of adventure to the screaming thrills of car racing. Powering along 36 tracks through twelve different countries, two players go head-to-head in a split-screen option and for a real challenge customise their own courses and race around them.

Both *Jaguar XJ220* and the RPG *Dungeon Master* are billed for an early January release along with *Syvalion* and the mighty *Super Empire Strikes Back* — a formidable quartet and no mistake. Last by no means least is the cute platformer *Magic Boy.* The midget magician will be working his magic on the SNES toward the end of the year but you can catch our exclusive review next issue.

Konami

News abounded at the ECTS concerning the possibility of a SNES conversion of the arcade hit *Lethal Enforcers.* Unfortunately there is no news as yet and no announcement on the follow up to the classic *Mystical Ninja.* Konami did however have three top titles lined up for the Christmas run in and you can read about all of them in depth this issue. *Zombies Ate My Neighbour* (see review on page 38) is the scary tale of a neighbourhood infested with the undead and we absolutely love it!

Secondly there's the arcade conversion of the equally brilliant *Sunset Riders*, a true cowboy yarn with rootin'-tootin' lootin'-hootin'... er... gameplay! To find out more, turn to page 50.



***Sunset Riders*: a bonanza of a game.**

Finally, there's *Teenage Mutant Hero Turtles — Tournament Fighters* and if you want the lowdown on that, take a glance at our news section.

Loriciel

You may not have heard of this French company who are new to the SNES, but have been developing console software since 1989. First in their three game package is *Jim Power*, a mixture of game styles through seven levels incorporating platform, maze and blasting stages with five huge guardians. Jim's lost in a virtual world after acting as guinea pig for a new VR machine, which was hijacked and reprogrammed by a mysterious enemy claiming to have an old score to settle with Mr Power. We've seen the game and it uses a unique new 3D method for the graphics — it looks good even without 3D glasses, not blurred at all. With glasses, parallax background, foreground and sprites actually appear to stand out from each other and have space inbetween.

The 12 Meg *Arcus Odyssey* is a one- or two-player simultaneous arcade adventure, giving you a choice of four characters to use to thwart evil sorceress Castomira's attempt to return to their world and cast it into darkness. The only way of achieving this is to find the sword of light, a powerful symbol of purity ever since the good princess Leaty used it to banish Castomira 1,000 years and 1,000 full moons ago. *Arcus Odyssey* filters across Europe from November onward.

January '94 witnesses the debut of the final Loriciel game announced at ECTS — *Val D'isere Championship.* A ski sim incorporating both conventional skiing and snowboarding, with four options each; special slalom, giant slalom, downhill races and 'fun'. The first three are simulations of traditional events, with difficulties varying from cities to international levels, with a qualifying points system for each one. Fun mode is a wild mix of all events, the aim being to get an adrenaline rush and have some laughs. Runs which split and follow two paths at once, routes with secret hidden sections, trampolines, rough weather, incredibly steep slopes and other skiers are all included. A two-player option is included, but whether or not it'll be simultaneous is yet to be confirmed.

Marubeni

Japanese software distributors Marubeni (who handle Kemco and Sunsoft titles) were absent from the show but have announced a strong lineup of new games due out over the coming months. Both *First*

Samurai and *Lagoon* should be out by the time you read this, joined by *Super Air Diver* toward the end of October. Late November sees the release of *Aero The Acrobat* (see News this issue), *World Heroes* (previewed last issue), *Daffy Duck — The Marvin Missions* (this issue's news) and the top racing game *Top Gear 2* (see page 42 for a full review). Just in time for the festive season is *Bugs Bunny — Rabbit Rampage* and in the new year keep a look out for *Pirates Of The Dark Water*. New games for a new year.

Microprose

There are four forthcoming attractions from the company renowned for their flight simulations. *Wordtris* is the first up, a mind-boggling puzzle game which plays like a cross between *Tetris* and *Scrabble*. Match up the falling letter blocks to make words and rake in the points. Vowels and consonants fall into the well and disappear when a word is aligned. With a 50,000 word dictionary you may even be able to sneak in the odd swear word or two. Bombs, acid and dynamite add an explosive element and the more you play the faster those darned blocks fall.

But if you think that sounds impossible think again. The classic 8-bit game *Impossible Mission* is embarking on a SNES debut entitled *Impossible Mission — 2025 The Special Edition*. Apart from the main game boasting stunning graphics, the original 8-bit version is included as an additional option. Both games sees the anarchic Elvin Atombender and his warped henchpeople — a ranger, a robot and a hyper gymnast, intent on ruling the world. With fresh challenges and a host of new puzzles, it looks set to carry on the addictive impossible tradition.

Baron Fortescue is the inventor of *The Chaos Engine*, a time machine gone wrong that transforms creatures both human and animal into hybrid monsters. Thus, the machine must be destroyed to reverse the horrific effects and return everything back to normal. With six mercenaries to choose from, a two-player game or solo mission with a computer-aided partner, *The Chaos Engine* has a tough 16 levels of gung-ho heroics to get to grips with.

Microprose's other release is *Beastball* where the world of American Football has a unique twist — teeth. The year is 2089 and things have changed. Sport is more violent with less rules — the bigger the bloodshed the better. On the playing pitch lie power-ups to help beat up the opposing team. Players can be impaled, slammed into walls, decapitated and all perfectly legal. The beast players can even be rebuilt at the end of a match — handy if your quarterback is but a bleeding torso. Don't lose your head!

Mindscape

This month sees a barrage of titles from Mindscape including the excellent *Championship Pool* and the less impressive conversion of the arcade hit *Captain America and The Avengers*. For space heads the second installment of the *Wing Commander* series, *The Secret Missions,* will be touching down at shops throughout the country in November, while platform connoisseurs can savour the delights of the appetising *Out To Lunch*.

Taking time of from his political career, Christmas sees the loony but loveable Alfred Chicken strutting his stuff on the SNES. To find out more about the yellow-bellied hero's first SNES platform adventure, take a look at our exclusive report in the news section.

Nintendo

The big N, the most essential stand in the entire show judging by the amount of people queuing, milling about, scratching, spitting and fighting tooth and nail to get into it. We managed, and uncovered a formidable array of games to back up Nintendo's 'big push' in the next six months. The biggies were *SF II Turbo* (released 5th November) and *Mario All-Stars* (street date 24th September), along with a few others they were keeping dead quiet about. Expect some surprises in the next few months, but for now here's the info we begged/borrowed/stole.

The official announcement was made to the effect that a *Street Fighter II Turbo* SNES package will be available at the bargain basement price of just £139.99, quite reasonable when you consider the official price is likely to be about £65 and a SNES with no software will set you back £89.99.



Out now (just!) is *Mystic Quest*, kind of an adventure for beginners and younger players, in which you play a knight sworn to recovering the Earth Crystals before the light is stolen from them by the Dark King. A simplified RPG involving meeting various characters and trying to persuade them to join your merry band, this is a perfect entry-level role player.

Yoshi's Safari is a Superscope compatible 'hunting sim' where, from a perch atop Yoshi's back, you blow away various cartoon creatures and nasties to your kill-crazy heart's content, but watch you don't blast your green steed in the back of the head — he gets annoyed. *Yoshi*'s Mode 7 backgrounds and travellin', shootin' action are available from November 12th. Incidentally, the Superscope is about to drop in price to £39.99.

Developed by Tradewest and supplied by Nintendo, the obscurely named *Plok* features a creature of the same name who has the dubious pleasure of holding the title 'Protector of the Akrilic Kingdom'. Plok's flag has gone missing from his roof, and it's up to you to help him recover it, using to best effect his throwable 'boomerang limbs'. Weird concept, weird bloke (Plok's little and purple and fat and officially described as not unlike Mr Blobby), weird quest too (although it does progress to finding his grandfather later on). A platform adventure to look out for on December 3rd when it hits the streets.

Ocean

Ocean were showcasing several quality SNES titles on a stand that recreated the hatchery from the *Jurassic Park* visitor's centre, and another resembling a UN control centre. However, it seems we've already brought you full reviews of *Jurassic Park* (92% last issue) *Mr Nutz (90% iss.5) and Dennis* (75% iss.5), which only leaves the official release of *Ranma 1/2* and a new game called *Eek The Cat*.

For those of you who don't already know, *Ranma 1/2* and its sequel have become two of the most successful import-only carts around, both humourous one-on-one beat-'em-ups with great cartoon graphics. As its coming out in the UK officially now we've at last got a reliable storyline to *Ranma* — who's an androgynite, instant sex-change occurring when he/she comes into contact with cold water. Based on a Japanese Manga comic, *Ranma* just gets weirder with supporting characters like Genma, the star's father who's been turned into a giant panda and aims to control his child's unruly behaviour by lecturing with his fists.



***Ranma 1/2*: a *manga*nificient beat-'em-up.**

Eek The Cat should be around in early '94, licensed from a hit US TV programme, a cartoon watched by kids and adults alike for its *Tom & Jerry* knockabout action and dry, sarcastic humour. Eek's a purple pussy with a good heart and bad luck, apparently everyone in America knows his suburban family and the surreal cast of supporting characters such as the Shark Dog. Oh, and his catchphrase… Koom-By-Yaaaaah!

Psygnosis

After the decidedly average *Dracula* missed opportunity, Psygnosis are chucking four new titles at us commencing with *Lemmings 2 — The Tribes* where the aim is to evacuate the little fellas from their island where The Darkness is taking over. There are 12 tribes to be led to the safety of the Ark, each with different characteristics and skills.

Puggsy carries on the cute theme and introduces a new character — Puggsy the alien who has crashlanded on an unknown planet. A brilliant MD game, *Puggsy* is a puzzler featuring the new Total Object Interaction system (TOI).

Wiz'n'Liz are the finest magicians on planet Pum,

on a quest to recover their pet rabbits in the two-player game that was voted one of the two best at ECTS on MegaDrive.

Finally, after all that cartoon cuteness lumbers *Walker*, a game with attitude starring a fearsome killing machine with 'the destructive power of an H-bomb and the charisma of a kalishnikov' (to quote). They're making some impressive claims for this one, another quote 'the only thing *Walker* leaves to the imagination is the smell of battle.' If they get any real battle gore past Nintendo, *then* we'll be impressed.

Sony

Sony Imagesoft have announced a release schedule to make SNES owners slobber, as seven games are to be released this November.

To begin with there's *Chuck Rock*, everyone's favourite prehistoric caveman with small brains but a massive pugil stick. Chuck likes clubbing the painful way, involving cracking evil cavemen across the head and silencing the roars of carnivorous dinosaurs.

November also sees *Hook* daintily leaping upon the shop shelves. Based on the Spielberg movie, Peter Pan goes up against his old adversary Captain Hook and Neverland forest is swamped with swashbuckling rollocks as a result.

One of the most acclaimed games of recent months *Super Bomberman* is also scheduled for release, addictive, explosive four-player multi-tap action. Wow!

If that isn't enough there's also *Flashback*, *Equinox* and *Cliffhanger* (see our previews and



***Cliffhanger*: a sly conversion of a rock steady movie.**

reviews this issue). Not many companies release that many games in a year, let alone a month, but even with that impressive schedule Sony Imagesoft aren't satisfied and have more in the pipeline. In coming months look out for *Dracula*, *Last Action Hero*, *Skyblazer* and *Sensible Soccer*.

You'll be seeing all of these games and more in the coming months, but see them first in SNES FORCE. Judging by the show, it's going to be a great year…

Storm

First project out of the Storm stable is the eagerly awaited conversion of the spectacular sci-fi film, *The Lawnmower Man*. Boasting virtual reality style 3D graphics and no trace of a Super FX chip, this is going to be one hot title. We had a secret meeting with Storm just before we went to print and can confirm the game is looking great. Join us next issue for a full review.

Whipping up a storm early next year is a hush hush project starring rave icon, Peaky Blinder. No announcement as to a game style yet, watch this space for more details. Last by no means least, is an original project scheduled for an Autumn '94 release entitled *Mr Tuff*. One circuit board short of a full computer, Mr Tuff is a demolition droid with an attitude. It's a long way off but sounds well worth the wait.

System 3

Super Putty was voted the most original game in the SNES FORCE Reader Awards last issue, and now our flexible friend is starring in a sequel — *Super Putty 2*. Dweezil the evil cat has blown up Putty Moon and blasted off in a rocket, taking Putty's family with him. So Putty goes back into battle, but this time he's bringing his son. Including a breathtaking amount of levels, advanced power-ups and a cat called Napalm, the most original game is set to get better.

Anyone who's ever owned an Atari 2600 might recall a game by the name of *Q*Bert*. If you can, brace yourself for a sudden nostalgia trip, because the game is getting a face-lift. *Super Q*Bert* includes 16 3D levels of mind-numbing arcade/puzzle action with Q*Bert striving to change colours of blocks set on state-of-the-art backgrounds, contending with nasties and recovering selected items.

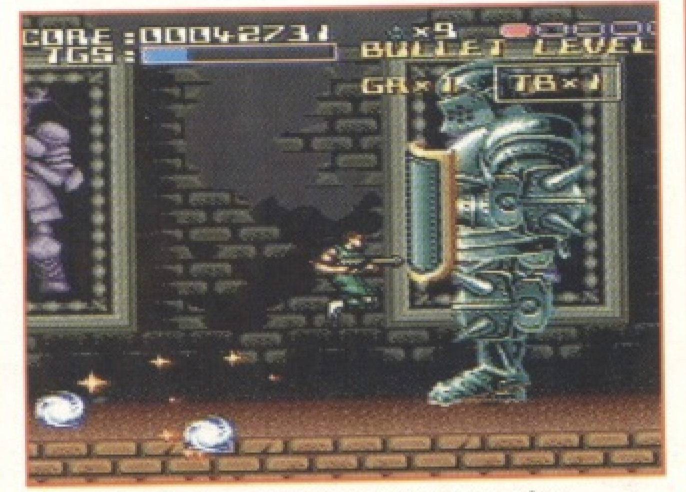
Also on the agenda is *Desert Fighter* a frantic arcade war game which has already proven to be a massive hit in the East. Based on the Gulf War, you operate craft of varying abilities to complete dozens of campaigns. Live action footage enhances the fraught atmosphere, including news updates and scenes of army personnel in action.

T•HQ

Althhough not at the show, the team behind *Taz*, *Wayne's World*, and *Ren and Stimpy* (see page 66) are planning an assault on the Super Nintendo game scene with the eagerly awaited sequel to *Smash TV*, *Total Carnage*. Heralded as the greatest T•HQ achievement to date this blaster is well worth keeping an eye out for over Christmas. Make sure you join us next issue for an exclusive review.

Vic Tokai

Top Japanese sofftware company, Vic Tokai have targeted Christmas and The New Year as the time for their assault on the European games scene. Blasting onto the SNES in December is *Timeslip* a



***Timeslip*: blasting onto the SNES in December.**

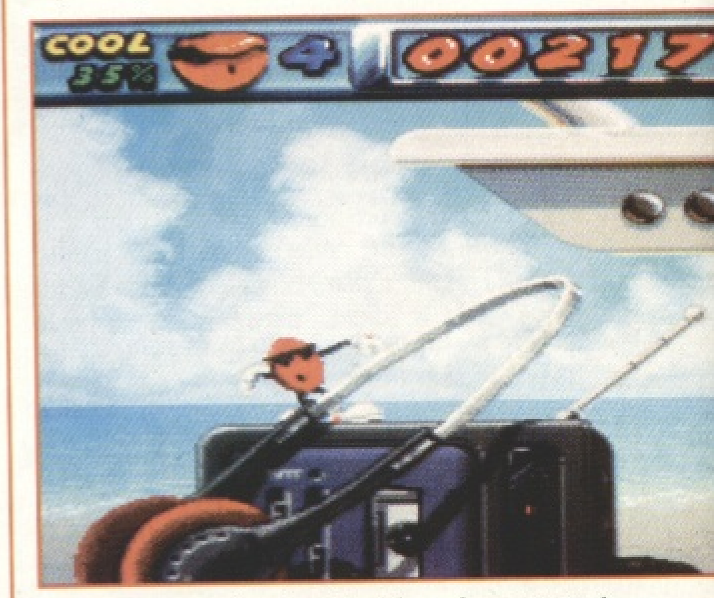
Shinobi-style all-action, side-scrolling shooter (see the news for more details and next month for a review) and *Super Conflict*, a Middle East based strategy game using a combination of game styles to recreate the realism of battle.

If Vic Tokai's pedigree in Japan is anything to go by, these hard-hitting titles are going to be causing a storm in the Christmas run up. Stay tuned over the coming months for more information.

Virgin

A spate of hot titles are emerging courtesy of Virgin, starting with *Cool Spot*, the hip 'n' happening red dot plucked from the design of a 7UP can. Arriving in late December, this cool, collected character has over 250 animations to his slick name and a fantastic platform world to explore. The strangely named Wild Wicked Wily Will (bet he got taunted at school) has locked all of Spot's friends in steel cages. Cool Spot struts off, sporting his shades, to save them, proving his platforming worth across 11 levels and six bonus games. *Cool Spot* is looks cooler than ice.

Dragon is the game of the film biopic about the legendary Bruce Lee, the martial arts master who



Virgin's red dot is scheduled for a January spot.

tragically died in 1973. As Bruce, the player fights 12 opponents including the mythical demon alleged to have haunted Lee throughout his life. *Dragon* enables three combatants to slug it out at once (anyone remember *International Karate Plus*?) with solo players fighting two computer opponents or a second player coming in and controlling Bruce's 'alter ego'. There are 36 fighting moves and players receive training from Yip Man, the knowlegable sensei. At the moment, *Dragon* is said to be running *too fast*, but is it a beat-'em-up to defeat *Turbo* speeds?

The Jungle Book, based on the movie and book of the same name, has Mowgli the man-cub seeking to return to his village on the outskirts of a dense tropical jungle. Disney-esque graphics and all the charming characters are expected. There's even talk of a dual contour map enabling the player to interact with platforms in the foreground and background. It'll be intriguing to see the end result.

Young Merlin positions the player in the boots of an aspiring sorcerer in a massive fantasy adventure. Magical spells and enchanted items can be collected, lands need to be investigated and bewitched enemies destroyed.

Finally, if you're into boxing, keep a bruised eye open for *Muhammad Ali's Heavyweight Boxing*. In this new punch-up you control Ali or one of nine other fighters in a bid to win the world heavyweight title. The punches are so effective the player even spins 360 degrees when clonked out — it's not so much of a game to get your teeth into, but more of a game to lose your teeth over. All this and more can be seen early '94. You'll never be more pleased to get Christmas over in a hurry…

So that's an inside view on what's coming up for '94. Have you decided what's going to be number one at Christmas? Once thing's for sure, it's going to be a very close race…

Flashback

WORK IN PROGRESS

Conrad Hart is trapped in a hostile, alien land with no memory, no-one to trust and an impossible task ahead. If only he could remember what it was...

Conrad burst out of the exit, gasping for breath and desperately looking around for some means of escape. A jet cycle caught his eye and in no time he straddled the machine and frantically tried to figure the controls. Out of the exit charged two armed guards firing a stream of laser fire. Conrad lurched into the air and shakily powered off into the stratosphere.

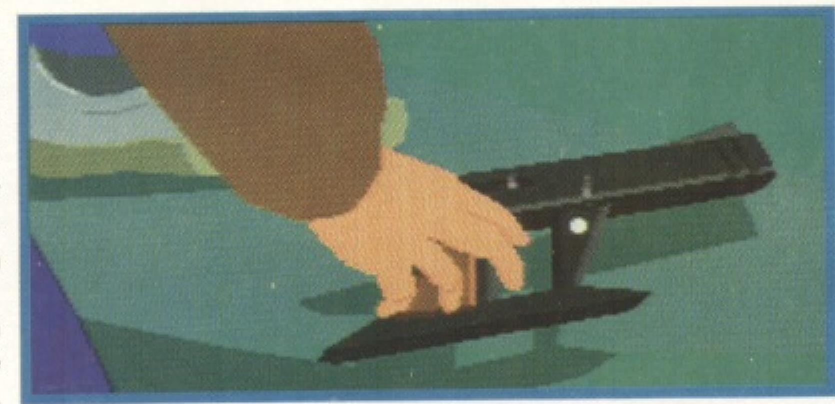
Interacting with other people is essential to gaining vital clues and other information.

Uneasily, he turned to see a pursuit craft blast off from below and seconds later Conrad was spinning out of control toward a dense jungle, flames leering from the cycle's central computer. The skies were filled with explosive echos, and as the pursuit vehicle returned to base, the tropics exuded a final muffled blast as the remains of the jet cycle exploded.

Flashback to the future

The mystifying setting to *Flashback* gradually becomes clearer the further you progress, with the plot unfolding to reveal more about Conrad. The poor special agent has lost his memory and does not fully recover until the second stage of the game. What he's temporarily forgotten is that aliens have invaded Earth and in their human guise intend to take over and invite their families down for a house-warming, killing off all humans in the process.

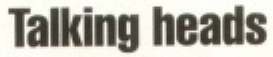
The object is to regain Conrad's memory and stop the planned takeover bid. As a secret agent, he's already learned the aliens whereabouts and most of the government and political figures are writhing masses of foreign molecules in human disguise — you'll never look at John Major in the same way again. But just on the verge of uncovering the scheme, the aliens realise exactly what's going on and kidnap him. But being a prophetic spy, he records his memory previous to the abduction and posts it to a fellow agent. Wise really, because the alien captors erase his memory. Now, stranded in a jungle after escaping their clutches, he must find away to get off the planet and end the villains' regime.

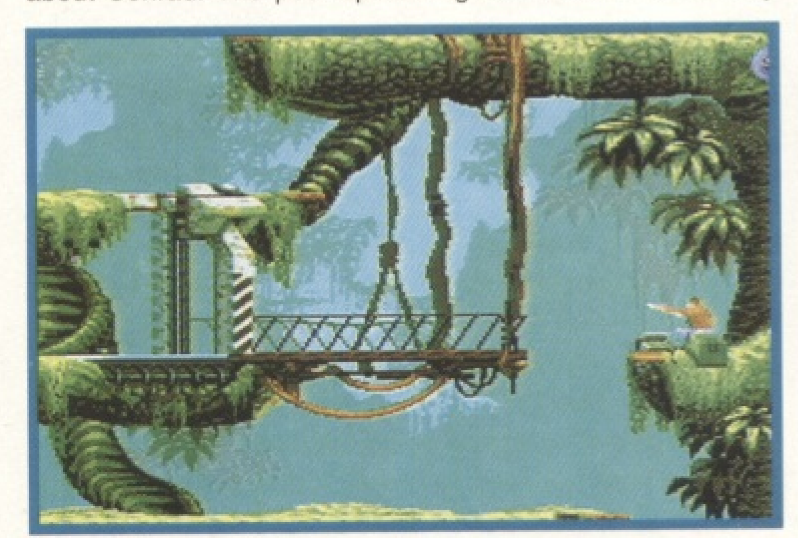


Conrad grabs the gun and prepares to do battle with the hordes of aliens. This essential weapon is found outside his prison cell.

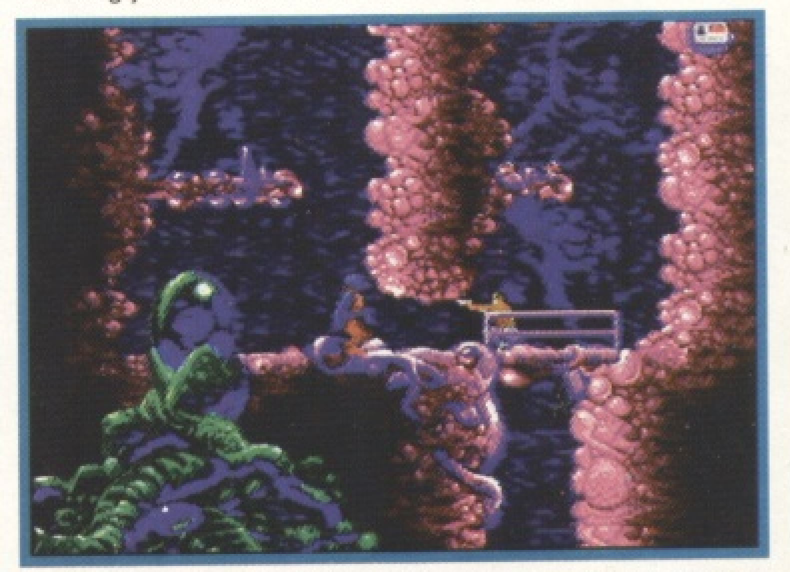
Talking heads

There are many moves under Conrad's metaphoric hat all stunningly animated. He realistically leaps,



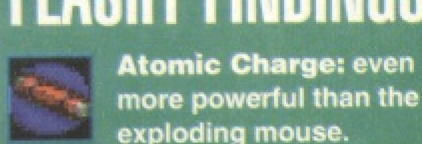


Ducking and shooting low allows Conrad to kill the guard behind the gate before it rises leaving Conrad vulnerable.

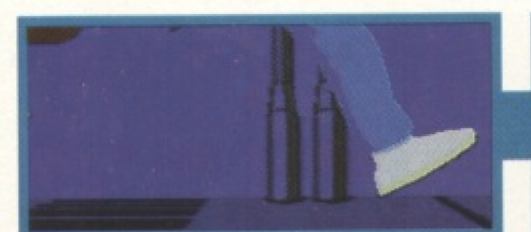


The final level is full of shape shifters. They're fast and tough to hit. A few shots are needed to kill them.

FLASHY FINDINGS

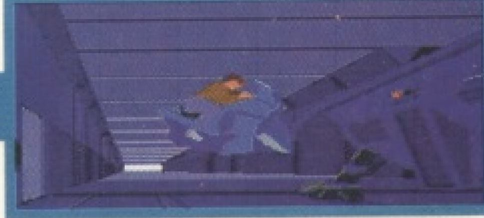


Atomic Charge: even more powerful than the exploding mouse.
Credits: cash is essential to complete some parts of the game.
Diary: this seemingly useless item proves crucial later on.
Exploding Mouse: set this little device and get well out of the way!
Forcefield Braclet: gives Conrad a temporary shield.
Gun: without this, Conrad is completely defenceless.
ID Card: you need this to get a work licence in the city.
Key: use to open locked doors or even gates.
Shield: protects Conrad from a number of direct hits.
Tele-control: used this with the teleport unit, very useful!



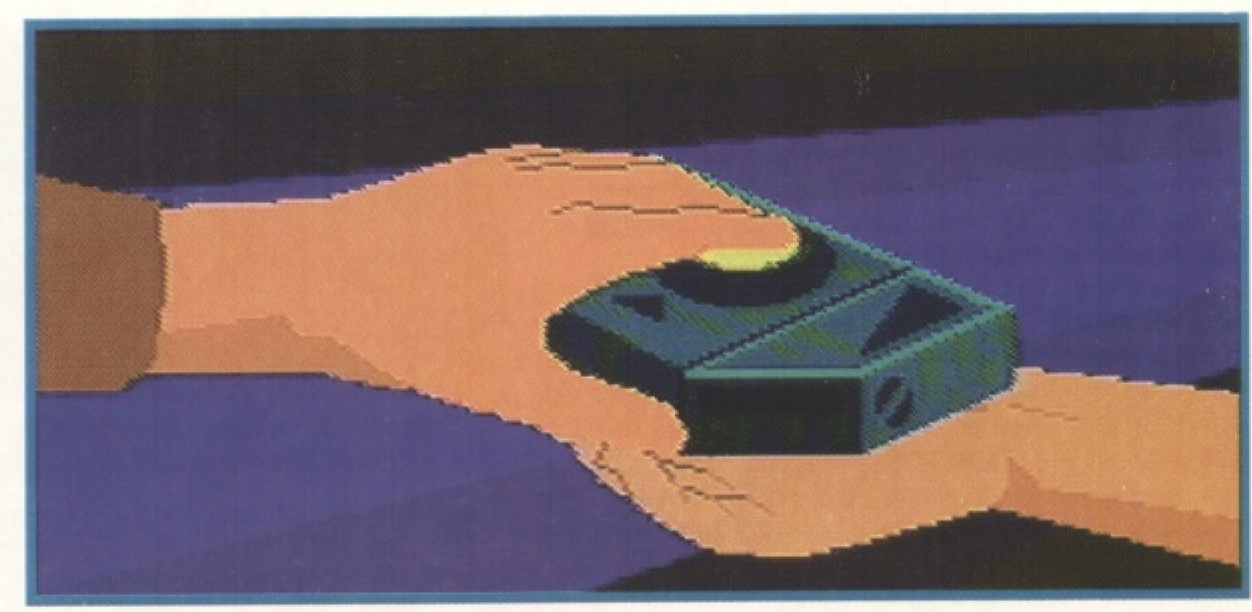




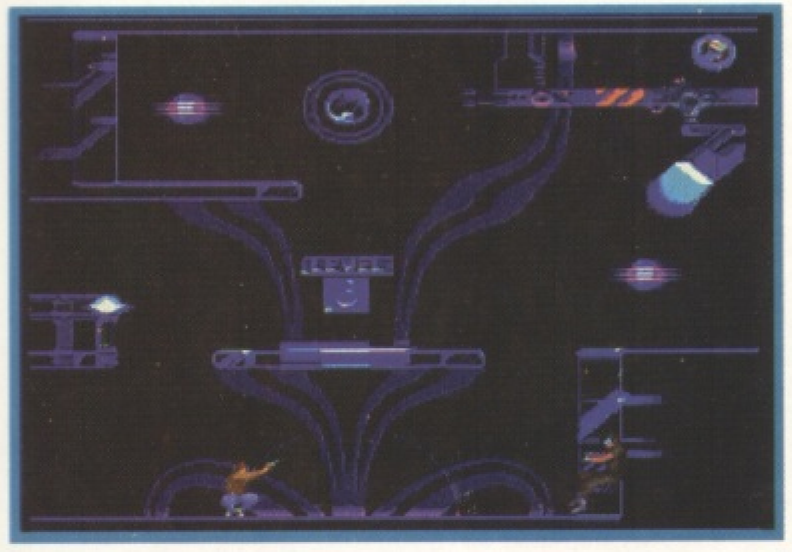




Look out for the purple slime dripping from the platforms above, it drains masses of energy.

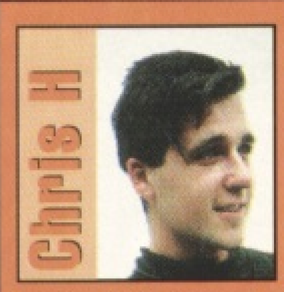


Conrad hands over a teleport unit to the stranded human in the first jungle section. Tasks like this don't go unrewarded and help our hero later in the game.

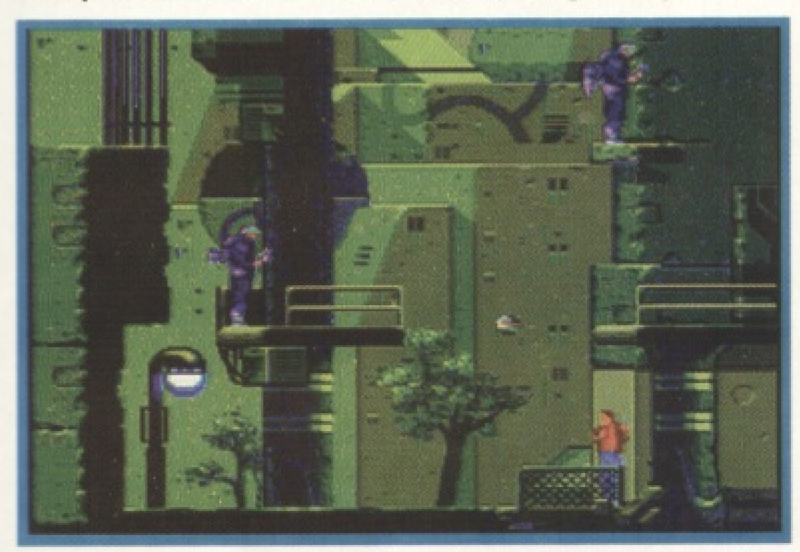


The Death Tower is teeming with loads of alien scum, anticipate their movements and blast them right away.

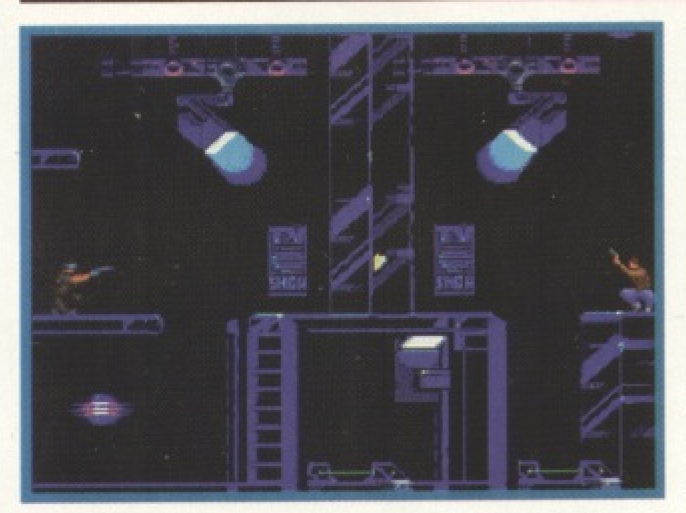
'No flash in the pan'



Take *Pacman* add a slither of *Asteroids*, a teaspoon of *Mario* mix it all together with a touch of *Street Fighter* and you'll end up with something which doesn't resemble *Flashback* in the slightest. Why? Because *Flashback* is unlike anything you've ever seen (unless you've seen the Grand Canyon because I've heard that's impressive). Crisp, meticulous graphics are animated superbly; the screenshots do no justice as to how fluid Conrad's movements are — unbelievably realistic. To fire a bullet, the hero tucks his hand into his jacket, draws out his six-shooter (which is actually an infinite shooter) and carefully edges along waiting for something to appear. When firing, Conrad's arm kicks back with each shot, the blast echoing across the screen. It takes several solid hours to get used to how amazing the central character is. You'll be willing to lose lives just to see Conrad get blasted — it's that good. With most carts, the first levels are relatively easy, not so with *Flashback* — you're pitched in at the deep end at the start. As level ones go, *Flashback*'s starting stage is unfeasibly big and tough too. Well thought out, no, brilliantly thought out puzzles to make you scratch your head, control pad and anything else that may shed some light on the conundrum — and this just concerns the easy setting.



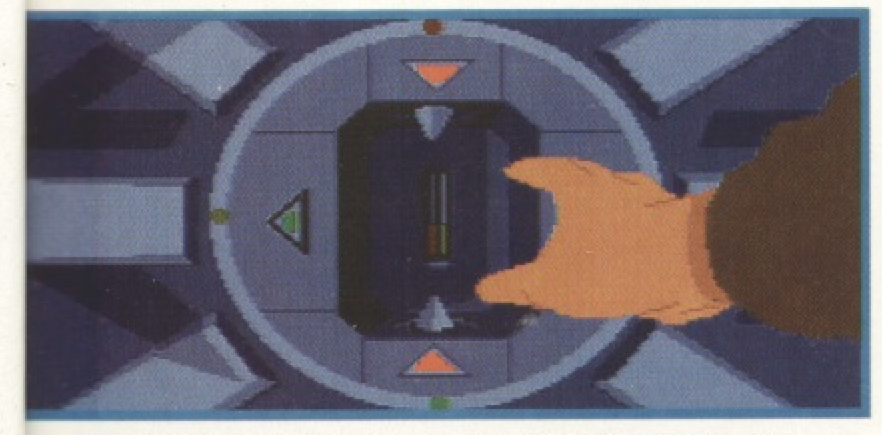
The cyber police's rocket belts and protection shields make them tough to hit. Duck down and blast is the best tactic!





Above: the space taxi is found in New Washington. Stand by the sign and wait.

Left: these morphing menaces are found on the Death Tower level.



Every time Conrad takes a hit, his shield is depleted. Use these regeneration console to power it back up.



Conrad leaps across the gap — if unsure of what lies below, always jump — better safe than sorry!



Success! Conrad saves enough cash to buy the anti-grav belt off the old man. Exiting the jungle stage is now possible.









sprints, rolls, climbs, and is handy with a pistol. He even falls, skids and gets knocked over when colliding with something.

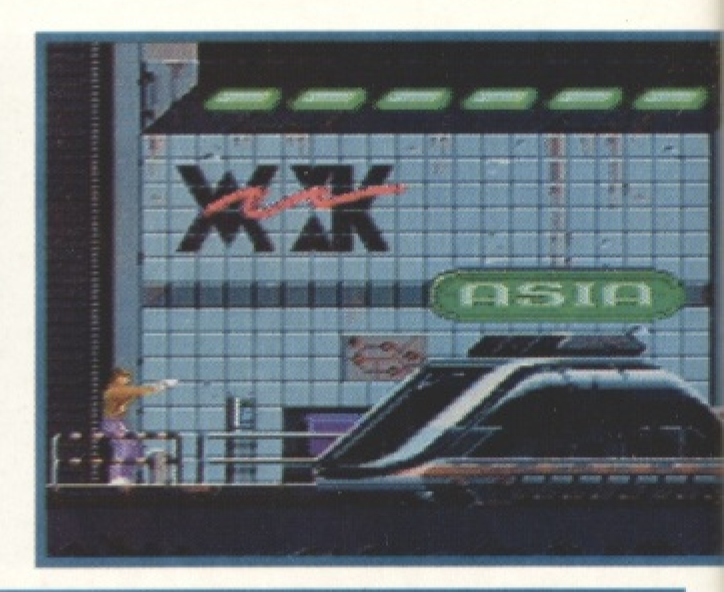
With treacherous hazards around every corner, you're forgiven for thinking the mission is impossible, but starting with a shield acting as an energy bar, Conrad takes four hits before dying. Luckily, positioned around each level are generators to recharge the shields to full capacity.

Interacting with other people is essential to gain vital clues and information. During the Earth levels, Conrad has to hunt down and destroy cyborgs. Only by enquiring at a bar can the 'borgs be found. But not all are willing to talk, alien guards shoot on sight and one even waits for Conrad to walk by before turning on him and firing — devious.

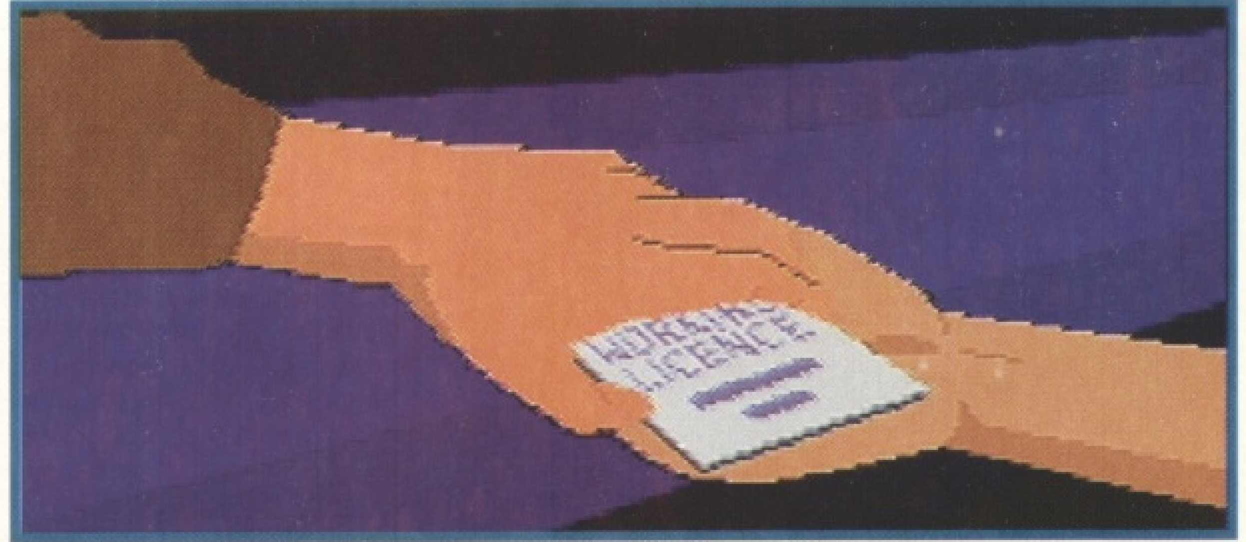
Because the levels are so big, a password is issued at the end of each sector, and there's even memory saves in each acting as restart points — believe it, the levels are huge and very tough. Applauded on the Amiga and Mega Drive, the SNES version looks just as good. It's going to be a spectacular adventure…



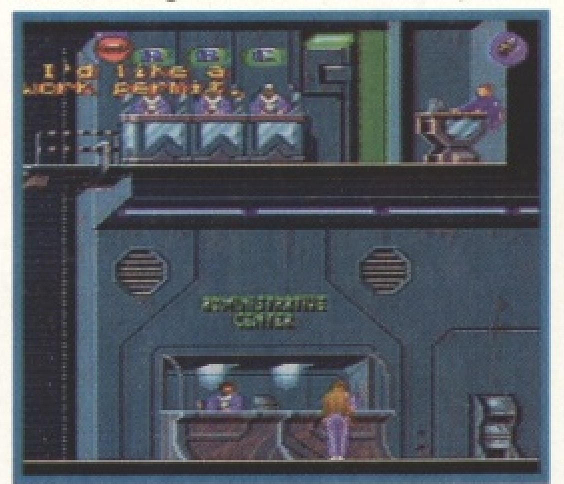
Above: as the alien clambers up on to the platform, he's vulnerable so blast him!

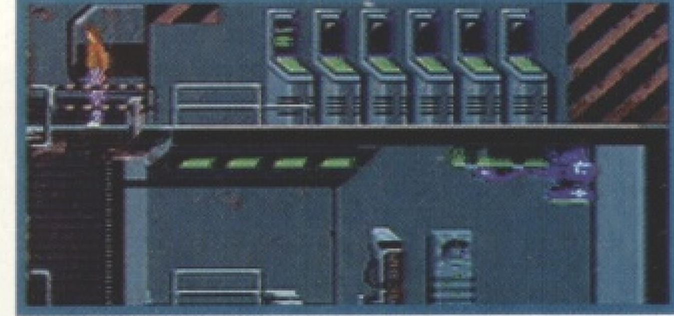


Right: the rail network is the only means of getting around in New Washington.



Survive the trials of the admin' centre and he's rewarded with a work permit. Now it's time to go out in the big wide world and find a job — his life depends on it.





Above: the city's job centre. After completing a job Conrad receives much-needed credits.

Left: note how the admin centres of the future have changes — look no queues!

LOSING YOUR MIND

Throughout the game, action is interspersed with stunning animated sequences such as this...



As Conrad's memory is re-implanted he begins to remember the events leading up to his kidnapping.



He recalls discovering an alien plot to take over the earth by duplicating humans.



Feeling unsafe with this discovery he saves his entire memory onto a microchip and entrusts it to a friend.



The aliens become aware of Conrad's discovery and kidnap him before he can tell anyone of his findings.



Reeling from the effects of the process, Conrad summonds up all his strength and makes a run for it!



As Conrad sprints off to the left, he rushes past a fellow human. Talking to other inhabitants could prove useful. Should he get short of credits there's the chance to enter the Death Tower.


KEVIN KEEGAN'S
PLAYER
Manager
A DREAM COME TRUE!
HUGELY PLAYABLE
KICK OFF STYLE
ACTION AND SOCCER
MANAGEMENT ROLLED
INTO ONE !
Nintendo
Magazine System
89%
SNES FORCE
90%
COMPUTER AND VIDEO GAMES
CVG
95%
"IT'S A GODSEND"
"PLAYER MANAGER CAN'T BE FAULTED"
"QUITE SIMPLY THE BEST ALL ROUND
FOOTY GAME ON THE MARKET"
"AN UTTERLY ENTHRALLING GAME"
"A BLINDER OF A GAME"
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Action Men

Last Action Hero/Cliffhanger

They box, they terminate, and they co-own a restaurant. The mean, lean, lovers of cuisine are back to save the day...

They've been thrilling audiences for years with their gung-ho antics, saving Afghanistan guerillas, future rebel leaders, lost pride and the American dream. They've risen from poverty to become two of the biggest box-office draws in history and co-own one of the most famous restaurant chains in the world. If it's action you're after, there's no better way to get your kicks than by going to see a Sylvester Stallone or Arnold Schwarzenegger movie, or if you *really* crave excitement, see two!

Two of the biggest stars around have two of the biggest blockbusters of the year to their credits, Schwarzenegger's *Last Action Hero* and Stallone's *Cliffhanger*, and they've been given the SNES treatment courtesy of Sony Imagesoft.

Cliffhanger takes the form of a left-to-right scrolling platform beat-'em-up as the player takes on the identity of Gabe Walker, Stallone's character in the vertigo-inducing movie. The game, really only using the locale of the film, has mountain man Gabe tracking down $100 million in cash carelessly misplaced by a gang of terrorists holding his friends hostage while fighting off hordes of marauding terrorists.

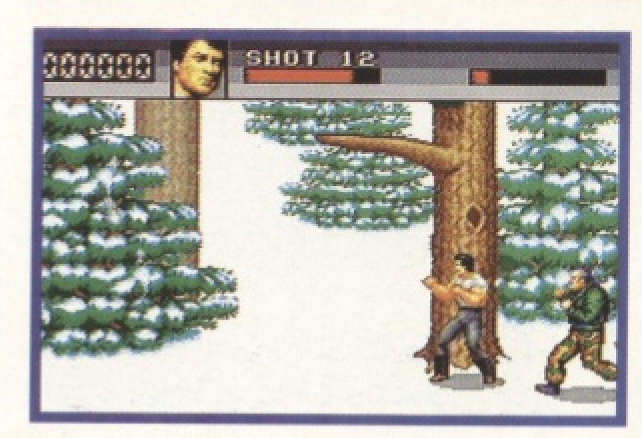
Last Action Hero has the same gamestyle as the aforementioned Stallone license, with the player battling through five levels and an assortment of armed hoodlums. Rich Robinson, executive producer of Sony Imagesoft, oversaw both the filming of the movie and the design of the game, so that the license closely followed both the characters and storyline of the film.

Anyway, that's enough about the making of the games — if that's whetted your appetite, just get a load of these screenshots... ■

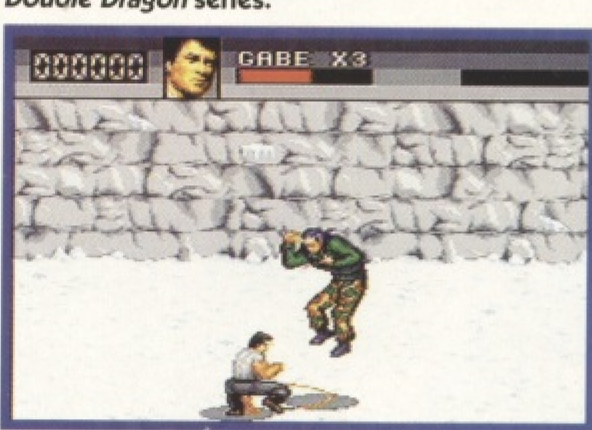


As the avalanche gets ever closer, our hero has to negotiate increasingly difficult hazards. Here he leaps falling logs.

WORK IN PROGRESS



Gameplay is similar in format to the popular *Double Dragon* series.



Gabe uses his leg sweep attack but the enemy is ready and times his jump just right.

Cliffhanger

If you thought Stallone had difficulties in the movie think again. That silver screen bonanza was nothing compared to the feats facing Sly in the game. Set over seven levels through forests, caves and 'Rocky' mountains, he of little lines must defeat terrorists, evade avalanches, cross collapsed bridges and teach grizzly bears how to sit, lie down and beg for a biscuit.

The terrorists have made the mistake of losing an obscene amount of cash, and as well as recovering the loot, Stallone has to save his friends being held captive. With his knives, machine guns, physical strength and thermal long-johns he's not a man to give up in a hurry, but the psycho gang led by the notorious Qualen want a good old-fashioned snowball fight. As long as the term 'old fashioned' involves snipers, martial artists and helicopters that is.



The dagger-carrying thug spells big trouble for our intrepid hero. Attack him before he uses it.





Above: the intro screens show scenes from the movie.

Left: In vertical sections, Gabe scales mighty rock faces.



This is no time for balancing on one leg, attack the bloke with the two sharp knives.

Last Action Hero

Danny Madigan didn't go to see Sylvester, or Tweety for that matter. He preferred to watch his hero Jack Slater a.k.a Arnold Swarzenegger fire guns and punch bad guys (a lot different from Stallone who tends to punch bad guys and fire guns instead). But one magical cinema ticket and millions of camera tricks later and young Madigan is flung into the motion picture to join his hero in the movie world. In the world of movies, anything can, and usually does, happen. Cars don't just crash, they explode in a spectacular fireball before careering into galvanized trucks, exploding some more, somersaulting into a gas station and continuing to explode (at which point some more cars explode).

This topsy turvy 'hero wins through' movie syndrome appeals to Danny but unfortunately the real world is slightly different, and who should gain access to entering it but movie villain Benedict (Charles Dance). As Charles Dance said in the movie 'In the real world the bad guys can win'. And he does, firstly at a game of ludo, then in the sack race down the local primary school. He continues his winning streak and ends up in a real fight with Slater where the punches pack a different punch — a painful one.

Following the film, the *Last Action Hero* game involves five levels of frantic beat-'em-up action. Gangsters weilding guns, low-life scum brandishing knives and baseball bats and what does Jack have to fight back with? His bare hands. Now there's a sensible fellow if ever there was one.

In the fictional world there's all the mayhem of any action movie but the real world is a far cry from any motion picture events. But can Slater differentiate between the two? More importantly, can you?



The game's plot closely follows that of the movie, although some artistic license has been taken with Jack's special moves. Can you imagine Arnie doing a mid-air splits kick?



The extended introduction sequence gives an overview of the action to date.



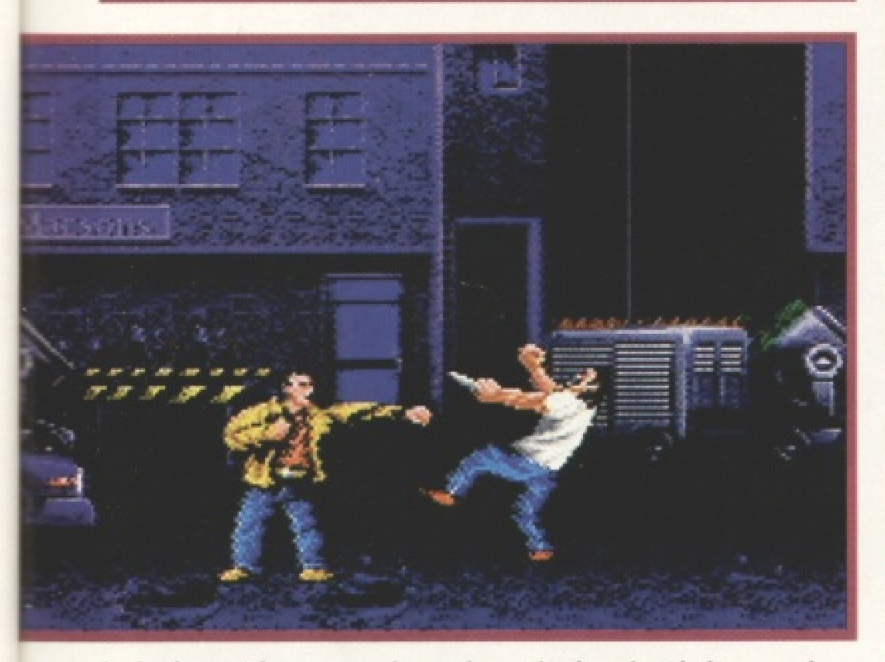
Keep switch-blade carrying punks at a distance. The best method of attack is a leaping kick.



Danny can't believe his luck. Not only is school closed but he gets to meet his hero, Jack Slater.



This is no time for baseball, especially when Jack's the ball!

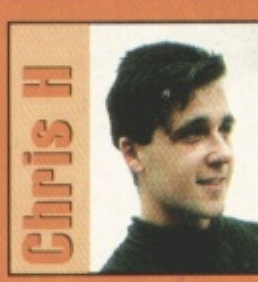


Jack gives a thug a good smack on the jaw, but is it enough to keep the knife-wielding maniac down?



The baseball bat-wielding thug just misses Jack with a swipe of his lump of wood, this does loads of damage so avoid!

'A piece of the action?'



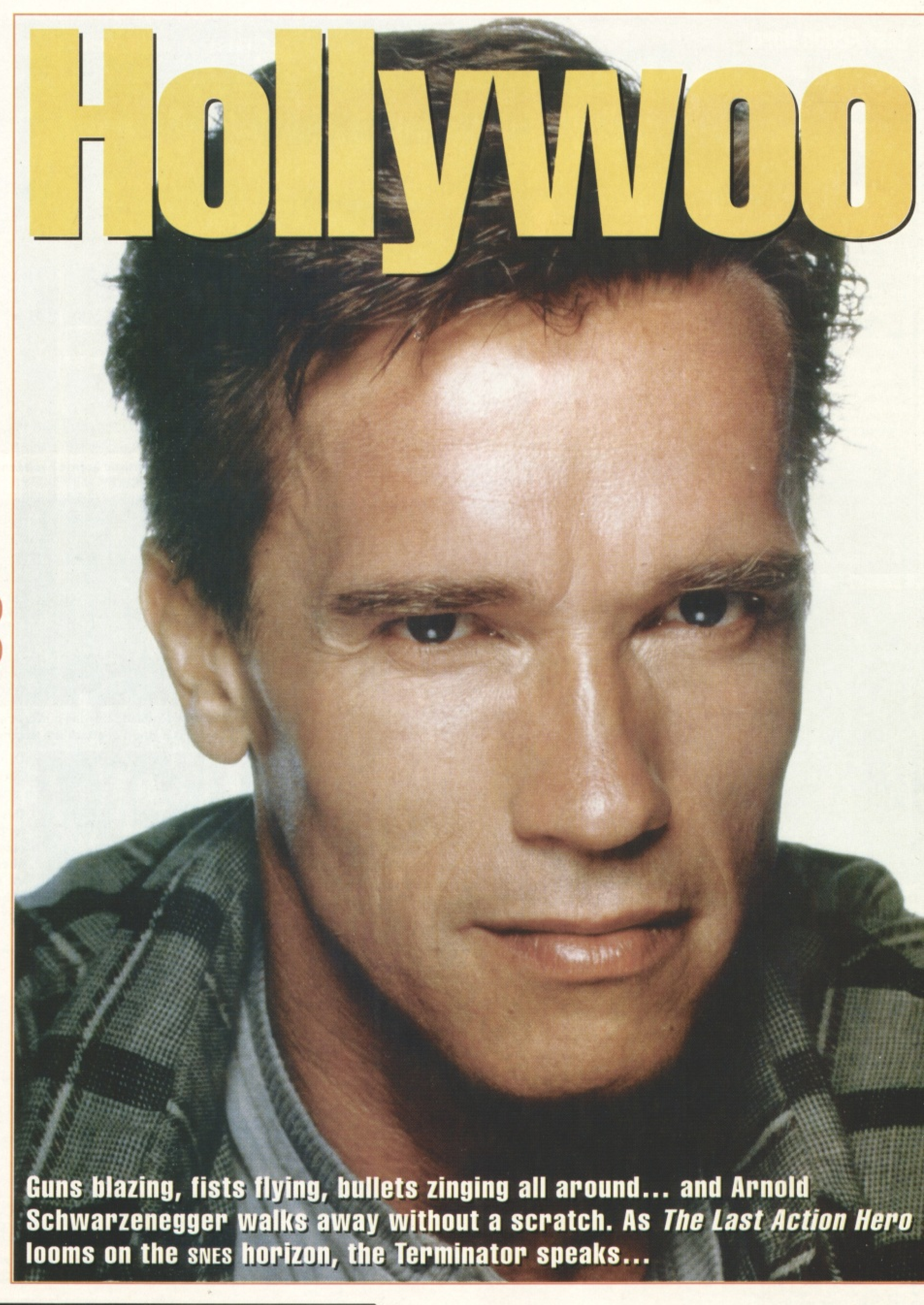
Chris H

I've had enough of the Hollywood glitz and glamour. It's painfully obvious that all the stars hate each other, so I reckon all the big headed muscle freaks should get in one arena and kick each other in. Imagine what an excellent movie it would make! There would be loads of action and no money would go to waste on fees because they'd all get killed. No actors at the end, no wage packets. Such a big blockbuster on such a small budget. I'm sure many forgotten celebs would be willing to join in the slaughter just for the limelight. All the 'personalities' who appear on *You Bet* for starters. Geoff Capes vs. Stallone, Cheryl Baker vs. Van Damme — endless possibilites!

Anyway, onto the games. From what I've seen so far neither game resemble their movie brother (there's no trailers or confectionery adverts before the start) but that doesn't neccessarily mean they're bad. Or does it? The main sprites are hardly exact replicas of the real actors (not that Arnie's bucket chin would be pleasant to look at for the entire game duration) but *Cliffhanger* has the film background copied to a tee — white snow. Both games are beat-'em-ups, with fists flying and bodies dying and plenty of hoodlums to put to rights. Just as you finish one gang, another batch wander on looking for trouble. Whether the finished versions intend to feature all the characters of both films and all the action sequences is yet to be seen. You'll just have to hang on.

Arnold Schwarzenegger talks...

Hollywoo



Guns blazing, fists flying, bullets zinging all around... and Arnold Schwarzenegger walks away without a scratch. As *The Last Action Hero* looms on the SNES horizon, the Terminator speaks...

d Hero

ARNOLD SCHWARZENEGGER

A new Arnie movie is always an event to celebrate. The master of the movie universe has a shrewd idea of what his fans want and rarely disappoints. In this case, he selected *Last Action Hero* from an estimated dozen scripts major Hollywood studios offered him.

He turned down a new project from James '*Terminator*' Cameron and a war epic in which he was to play the comic-book hero Sergeant Rock to home-in on a $100 million fantasy adventure about a fatherless kid who finds himself caught up in the movie world of his favourite action hero, Jack Slater.

'We've got the best action script in town, ' said Arnie, 'but we need to get rid of some of the cruder jokes and add some depth to the relationship between Jack Slater and the boy.'

A suitable director from the select group of Hollywood 'A' list of film-makers who specialise in big budget action movies had to be found. Arnold's immediate choice was John McTiernan, who directed him in *Predator* and went on to make the fast-paced Bruce Willis thriller, *Die Hard*. You don't say 'No' to Arnold and, with McTiernan on board, it was all systems go to make *Last Action Hero the* blockbuster of the 1993 summer season.

With two months of pre-production, five months shooting and a meagre two-and-a-half months of post-production, the film met its American release by the skin of its teeth in early June.

This race against time is a familiar one for the unflappable McTiernan, who was faced with the same pressures on *Predator*, *The Hunt for Red October* and *Medicine Man*. 'Thinking on your feet, you think better,' he says. 'Whenever you're given too *much* time, you usually out-think yourself.'

Arnie agrees: 'When someone says "You'll never make the date", it goes in one ear and out the other. I've heard it on every single movie.'

At a reported $100 million, *Last Action Hero* is one of the most expensive movies ever made. The fact Columbia Pictures were willing to pay that kind of revenue is testament to the box office pulling power of Arnold Schwarzenegger, who, win or lose, takes home a pay cheque of £15 million and a cut of the profits.

He reveals *Last Action Hero* is a departure for him, in that it's essentially targeted at a younger audience.

'The violence is less extreme and there's less emphasis on weaponry,' he explains. 'That was okay for the Arnold of the Eighties, but not for the Arnold of the Nineties.'

The Juggernaut roars

Austrian by birth (he was apparently a weakling as a kid), Arnie is the embodiment of the American dream — ruthless, handsome, wealthy *and* an immigrant.

Even before he entered the world of movies with the title role in a sorry spoof called *Hercules Goes Bananas* (1969), his work in the body-building arena made him a very rich man indeed. But when you've been Mr Universe seven times over, you look around for new worlds to conquer. Why movies?

'As a boy, I always put myself up on the screen with my favourites like John Wayne, Burt Lancaster and Kirk Douglas,' he remembers. 'It wasn't the money that interested me, but the glamour and excitement of it all.'

There was little of either in his early blink-and-you'll-miss-him roles as 'Arnold Stang'. But his breakthrough came when, after appearing in the bodybuilding documentary *Pumping Iron*, the comedy western *Cactus Jack* with Kirk Douglas, and *Stay Hungry*, an unremarkable Jeff Bridges vehicle, director John Milius signed him up for the lead in *Conan The Barbarian* (1981), two hours of primeval savagery and swordplay that cut a deep swathe at the box office. Then his casting as the unstoppable cyborg in *The Terminator* (1984) catapulted him into the major league. The Arnold juggernaut was underway…

'*Last Action Hero* is not only a movie, it's a marketing and merchandising bonanza of the first order'

The astronomical success of his sci-fi action flick, *Predator*, bumped up his fee-per-movie to a staggering $5 million. 'If that's not stardom,' says Arnold, taking a deep drag on his ever-present cigar, 'what is?'

Arnold is quoted as saying 'Exercise is for life,'and 'Bodybuilding for me is like having great sex. It gives me a buzz.' But how does he reconcile his fitness fanaticism with his business activities as part-owner of Planet Hollywood? Surely he should be encouraging people to eat healthy, rather than stuff their face with burgers and chips?

'I have no problem with that,' says the big man, gruffly. 'The idea is that people go into Planet Hollywood and have a thousand calories. Then they go next door into one of my gyms and work it off!'

Running (man) for President

Though best known for movies where character is defined by how many times you blink when somebody shoves a gun in your face, Arnold has successfully detoured into hit comedies like *Twins* and the soft-hearted *Kindergarten Cop* without losing his core audience of fans.

Which brings us back to *Last Action Hero*, a film that's specifically tailored to a young audience. Now he's a family man with two young daughters, Arnie strenuously points out you don't need blood and guts to have a good action movie.

'Our business is like the political arena: you have to find out what the audience really wants. America is going in an anti-violence direction right now. I think people have seen enough of what violence has done in the cities.'

Having said that, *Last Action Hero* could hardly be described as a Sunday afternoon stroll in the park. It's a movie within a movie, a send-up of the *Lethal Weapon/48 Hours* cop genre, a breathless romp stuffed with car chases, explosions, flying bullets and bone-crunching fist fights.

Total rehaul

The point of the film becomes clear at the end when Jack Slater (Schwarzenegger) sees his action hero skills don't work so well in the grim real world. Like *Terminator 2*, the picture simultaneously celebrates violence and makes a statement against it. 'It's called having your cake and eating it!' states Arnie with a grin. Maybe he should change cake to burger!

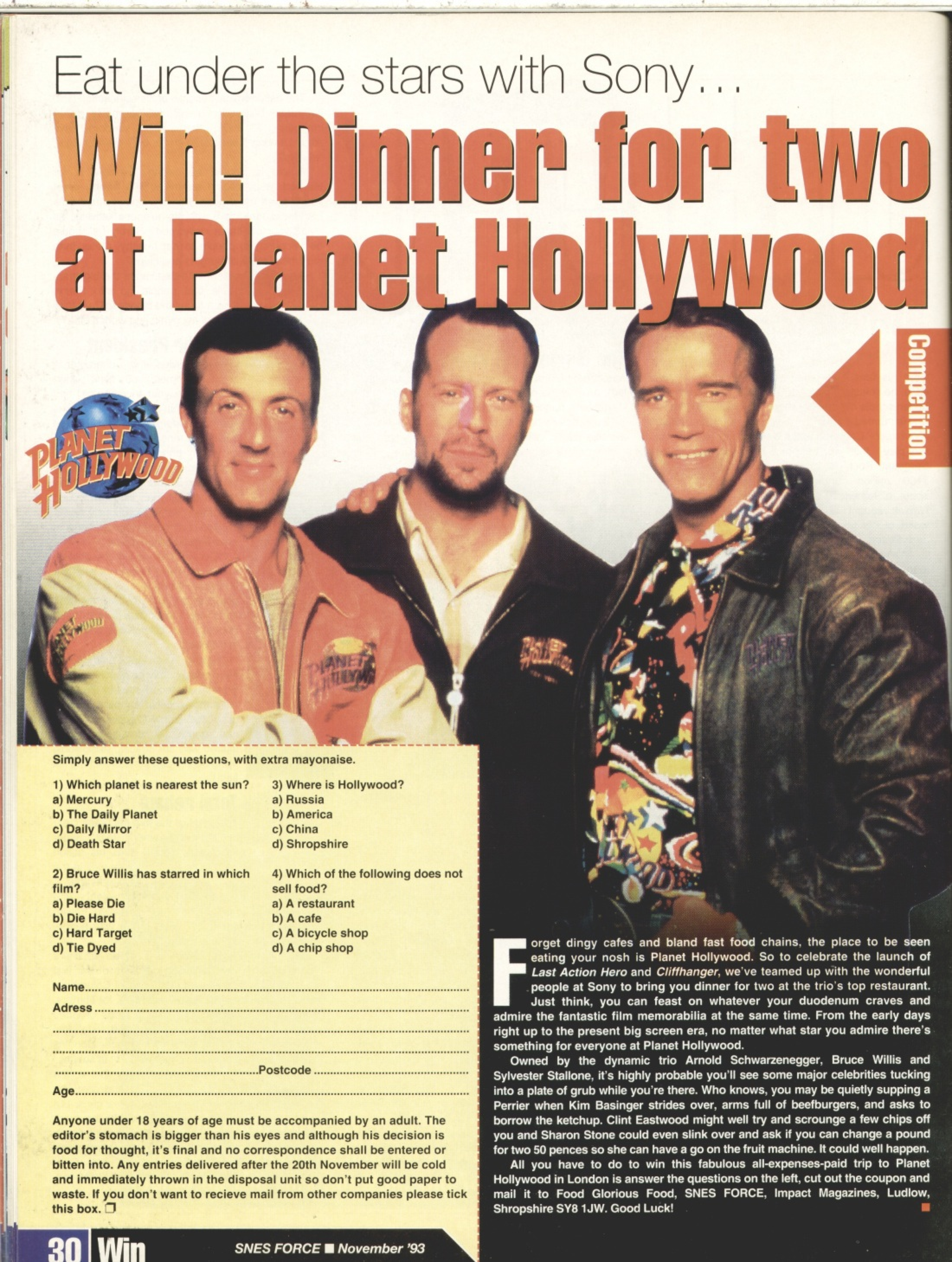
Last Action Hero is not only a movie, it's a marketing and merchandising bonanza of the first order. Big Arn himself is at the centre of Columbia's massive coordinated effort — including, for starters, a line of Mattel action toys, seven kinds of video game, a $20 million motion-simulated 'ride' film designed by *2001* special effects ace Douglas Trumbull and the first paid advertisement in space!

In keeping with film's anti-weaponry theme, the Jack Slater action dolls are unarmed and carry the message: 'Play it smart. Never play with real guns.' But so as not to disappoint youngsters who like the rough and tumble image, the 15"-high Arnolds throw a punch when you press a button and cry Jack Slater's sardonic trademark line, 'Big mistake!'

Call us old fashioned but we *still* think 'F*@$ you, asshole!' has more of a ring to it! ■

Eat under the stars with Sony...

Win! Dinner for two at Planet Hollywood



Simply answer these questions, with extra mayonaise.

1) Which planet is nearest the sun?
a) Mercury
b) The Daily Planet
c) Daily Mirror
d) Death Star

2) Bruce Willis has starred in which film?
a) Please Die
b) Die Hard
c) Hard Target
d) Tie Dyed

3) Where is Hollywood?
a) Russia
b) America
c) China
d) Shropshire

4) Which of the following does not sell food?
a) A restaurant
b) A cafe
c) A bicycle shop
d) A chip shop

Name..

Adress ....

....

....

....Postcode ....

Age..

Anyone under 18 years of age must be accompanied by an adult. The editor's stomach is bigger than his eyes and although his decision is food for thought, it's final and no correspondence shall be entered or bitten into. Any entries delivered after the 20th November will be cold and immediately thrown in the disposal unit so don't put good paper to waste. If you don't want to recieve mail from other companies please tick this box. ❒

Forget dingy cafes and bland fast food chains, the place to be seen eating your nosh is Planet Hollywood. So to celebrate the launch of *Last Action Hero* and *Cliffhanger*, we've teamed up with the wonderful people at Sony to bring you dinner for two at the trio's top restaurant. Just think, you can feast on whatever your duodenum craves and admire the fantastic film memorabilia at the same time. From the early days right up to the present big screen era, no matter what star you admire there's something for everyone at Planet Hollywood.

Owned by the dynamic trio Arnold Schwarzenegger, Bruce Willis and Sylvester Stallone, it's highly probable you'll see some major celebrities tucking into a plate of grub while you're there. Who knows, you may be quietly supping a Perrier when Kim Basinger strides over, arms full of beefburgers, and asks to borrow the ketchup. Clint Eastwood might well try and scrounge a few chips off you and Sharon Stone could even slink over and ask if you can change a pound for two 50 pences so she can have a go on the fruit machine. It could well happen.

All you have to do to win this fabulous all-expenses-paid trip to Planet Hollywood in London is answer the questions on the left, cut out the coupon and mail it to Food Glorious Food, SNES FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Good Luck! ■


ANIMÉ ACTION
FROM THE WORLD OF
RANMA 1/2
FREDERIC
PANTYHOSE
GENNA
BAMBOU
Welcome to the world of
RANMA1/2 Explosive Free-Fight,
the hottest new blockbuster from the
phenomenon that is... MANGA!
You're about to set out on a breath-taking hyper-adventure.
The powerful, pixel-punching graphics
will make your head spin like a blow to
the temple. Featuring the most
outrageous cast of characters...
they'll leave you clutching on to your sanity by the
blackbelt of your judo suit!
RANMA 1/2 - A dozen animániacs
causing mayhem in a mind-blowing,
body-bruising battle of wits.
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The Super League

This month sees four new entries storming into the chart in third place or higher. And with the race for the illustrious title of Christmas number one well and truly underway, SNES FORCE is *the* best place to watch the action. Enjoy the issue...

Arcade

1 Ghouls'n Ghosts
2 Sunset Riders
3 Castlevania IV
4 Super Pang
5 Joe & Mac 2
6 Chuck Rock
7 Super Bomber Man
8 Taz-Mania
9 Super Adv. Island
10 Battletoads

Adventure

1 Legend of Zelda
2 Shadowrun
3 Jurassic Park
4 Out of this World
5 Mystical Ninja
6 Actraiser
7 Might and Magic
8 Lagoon
9 Equinox
10 Soul Blazer

Beat-'em-up

1 Street Fighter II Turbo
2 Street Fighter II
3 Mortal Kombat
4 Final Fight
5 Ranma 1/2 Part II
6 Batman Returns
7 Rushing Beat Run
8 Super Double Dragon
9 Turtles IV
10 Tuff E Nuff

Platform

1 Super Mario All-Stars
2 Super Mario World
3 Mickey's Magic Quest
4 Mr Nutz
5 Tiny Toons Adventure
6 The Addams Family
7 First Samurai
8 Prince of Persia
9 Super Putty
10 Out To Lunch

Puzzle

1 The Lost Vikings
2 Lemmings
3 Goof Troop
4 Super Tetris/Bombliss
5 Krusty's Spr Funhouse
6 Yoshi's Cookie
7 Push Over
8 Q*Bert
9 Troddlers
10 Spin Dizzy Worlds

Shoot-'em-up

1 Alien³
2 Super Star Wars
3 Parodius
4 Super Probotector
5 Zombies
6 Cybernator
7 B.O.B.
8 Pop 'n' Twinbee
9 Axelay
10 Starwing

Sports

1 Super Mario Kart
2 Rock 'n' Roll Racing
3 Super NBA Basketball
4 John Maddens '93
5 Super Tennis
6 Striker
7 Top Gear
8 Extra Innings Baseball
9 Exhaust Heat II
10 Super Soccer

Strategy

1 Pilotwings
2 Desert Strike
3 Mega lo Mania
4 Sim City
5 Player Manager
6 Populous
7 Super Strike Eagle
8 Mech Warrior
9 Wing Commander 2
10 Sim Earth

A league of their own...

Every game listed in this section has been selected by the SNES FORCE team as one of the ten best of its class. The SuperLeague™ will be constantly updated to ensure that it continues to be an accurate listing of the very best games available for the SNES. SuperLeague™ listed titles are all widely available in high street stores and via mail order. It is advisable to check compatibility with your retailer before purchase.

The Review section

...is more reviews than ever before in the style only SNES FORCE can deliver. Guaranteed 100% commitment to unbiased opinion and comment from the team you can trust.

Game Type
Our SuperLeague™ category – indicating what type of game is being reviewed.

What the makers say
A chance for the people who produced and market the game to do a short sell to you.

Controls
Which button does what when controlling the game. If a button does nothing, we say so.

First Impression
As soon as a game comes into the SNES FORCE office for review it is given to three of the team for a 'first impression' session.

At this stage the reviewers aren't undertaking a complete critical analysis of the game, instead they are simply presenting three snapshot impressions of the game.

This element of the review process is probably the furthest most readers get when trying to evaluate software for themselves in shops, so it's a very useful acid test to see just how well the game fares, even without the manual.

Don't expect all three of the reviewers to agree with each other at this stage of the review (in fact don't rely on that at any point!)

For a balanced view you should compare the First Impression panels with the corresponding Final Analysis section.

First day score
One of the team is assigned the game for a complete review after the First Impression sessions have been completed. The first day score achieved is a good indication of how difficult (or otherwise) a game is.

Comment
A full comment is much more detailed than a first impression statement.

In order to give a fair assessment of the game one of our reviewing team has to spend at least half a day playing the game from end to end, or at least as far as they can get.

Comments include a short summary quote and rating.

Ratings box
The definitive summary of how each game is rated by the entire SNES FORCE team.

Even if you don't read anything else — read this.

SuperLeague™ placing
If a game is considered to be good enough, it will find a place in one of the SNES FORCE SuperLeagues™

In simple terms, these are lists of the top ten games in various different genres.

SNES FORCE strongly recommends the purchase of any game rated in a League.

Normally only titles worthy of our *Smash!* accolade make it.

Final day score
The same reviewer who play-tested the game on its day of arrival will have been playing the game for over four weeks by this stage.

You should expect the final day score to be much higher than the first day one.

If it isn't — treat it as a danger sign. Our team is full of professional games players and it's probably just too hard.

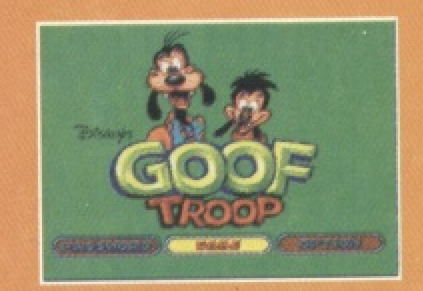
Final analysis
Cast your mind back to the first glance panels at the front of each review.

The final analysis section consists of parting observations from the same three reviewers who opened the box four weeks before.

A month is a long time when you play games all day so look out for opinions that might have changed.

Reviewed in full

Goof Tr



Puzzle

Producer .... *Capcom*
Supplier .... *Nintendo*

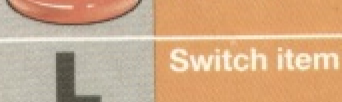
Price *£49.99*
Status .... *Official UK release*

Players .... *1 or 2*
Lives *3*
Continues .... *Variable*
Extras .... *Passwords*

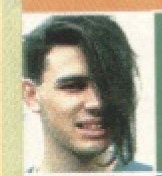
What the makers say...

Filled with slapstick humour and situation-comedy style hilarity.
■ Capcom

Controls

	Use special item
	Pick-up and throw
	Nothing
	Nothing
L	Switch item
R	Nothing

First impression



"Amazing Disney graphics and addictive gameplay make this a treat."



"Superb! Groovy puzzles without pretending to be an RPG."



"A real joy to play! Fun for one but even better in two-player mode."

First day score

Simon — Stage Four

SNES FORCE Recommended

When Capcom team up with Disney we expect magic. Their latest collaboration, aimed specifically at young players, is no exception. Join us as Goofy goes fishin' for trouble...

Spoonerville. Ah... what a place. Long white beaches, clear blue seas, camera crews filming Malibu adverts, half-clad natives running along the sand dressed in a couple of strategically placed twigs... and pirates. Yes, Spoonerville's biggest money maker isn't dodgy coconut concoctions, nor souvenir Spoonerville sand, the quickest way to make fast buck in this dreamy island paradise is to stick a hanky on your head, shove a ring through your ear — make sure it's on the right side — and join the ever growing band of burly buccaneers.

There are a variety of special tools hidden throughout the island to help with the quest.

In fact, there's been so much looting and pillaging of late, the Spoonerville police have declared the seas a no-go zone. If only Goofy and his pals had listened...

It was a great day for fishing and Goof and the gang (affectionately known as The Goof Troop) were having a whale of a time cruising the open seas. That was until Pete and PJ were suddenly caught in the ominous shadow of a gigantic pirate ship, kidnapped and taken to Spoonerville island. Determined to rescue their pals, Goofy and Max set out to find the pirate stronghold.



Many of the rooms bear more than a passing resemblance to *Zelda*. Here the aim is to clear a path to the door.

The legend of Disney

Their journey is a hazardous one and smacks of Disney meets *Zelda*. The predominant aim is to find keys allowing further access to Keelhaul Pete's hideout. These keys are well hidden and often require crossing ravines, springing trap doors and defeating level guardians.

There are a variety of special tools hidden throughout the island to help with the quest. Rope guns fire a small grappling hook allowing barrels to be grabbed from a distance and bottomless pits to be crossed. Ring the bell and the pirates come running — perfect for trapping them in a corner or guiding the hapless suckers to a pressure pad. Should a room be plunged into darkness, candles light the way, while digging with the shovel often reveals power-ups. The catch is, the tool needed to spring the final door and reveal the key isn't known until you reach that room. The result is plenty of back tracking and head scratching but it's all very entertaining.

Gameplay can be either one- or two-player simultaneous and there are two characters on offer. Goofy is stronger than Max and can blast big pirates with a single barrel. The spritely Max makes up for his lack of strength with blinding speed allowing him to dodge even the fastest enemies. Between them they must combine their talents to rescue PJ and Pete and locate Keelhaul Pete's treasure.

The crafty pirate leader has devised an array of mind-bending puzzles to guard his gold. Using their brains and a good, swift kick, Goofy and Max can open gates by kicking blocks onto special markers or switches. The further they progress, the more difficult the puzzles. Luckily, mistakes can be corrected by walking off and back onto the screen — the blocks reset to their original position allowing another attempt.

Interspersed between these sections are ▶

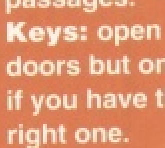
GOOFY GADGETS

Washed up on the beaches and strewn across the island are special tools for Max and Goofy to use in their quest to free their pals. Once you find an item, press [Y] to use it.



Rope gun: fires a small hook attached to a rope.

Candle: used to light the way through dark passages.



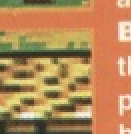
Keys: open doors but only if you have the right one.



Shovel: grab this spade and dig for buried treasure.



Bell: music to the pirates' ears. Attracts all the enemies.



Board: use this portable plank to cross broken bridges.

oop

'A prepubescent Zelda'



There's something about Disney and Capcom games that cries out 'buy me!' Their previous collaboration, *Mickey's Magical Quest*, was superb and their latest offering is quite breathtaking. Maybe it's the incredibly detailed cartoon-style backgrounds or the magical aura engulfing the gameplay, whatever it is Disney and Capcom do it's enchanting and incredibly appealing — a combination children around the world find almost impossible to resist.

Even though this is supposedly a 'kids' game, for the day I spent playing *Goof Troop* I was in paradise. The puzzles are testing but not frustrating and the gameplay is superb — there are hours of fun to be had throwing the barrels around!

It's great to see a game encouraging players to work together rather than compete — a quality which will endear this game to many parents. In fact, as a children's game it's virtually impossible to find fault with *Goof Troop*.

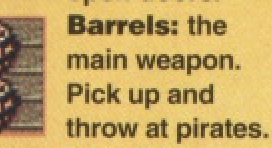
So do we have a 100% game on our hands? If there was a rating for children's games, possibly very nearly. For those over 15 there's probably not enough lastability to warrant buying this — I completed it in a day! However, pass it by and you're missing a totally magical experience. The solution? Get yourself a younger sibling — if you haven't got one, get mum and dad to adopt one — and get them to go halves on *Goof Troop*. Trust me, you'll spend more time playing it than they do! An unmissable cart for pre-teens.

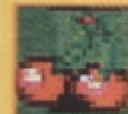
90%

POWER MAX

Hidden around the island are six goofy power-ups. Use them wisely, success depends on it...

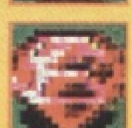

Blocks: kick these onto markers to open doors.


Barrels: the main weapon. Pick up and throw at pirates.


Cherries: adds one heart to the health meter.


Bananas: twice as filling, these tasty morsels give two hearts.

Diamonds: collect these gems for extra continues


Red diamonds: grab these rare jewels for an extra life.





The emphasis of the game is on teamwork. As Goofy is much stronger than his diminutive sidekick it's good tactics for Max to pass barrels to Goofy.

THE GOOFY GUIDE TO PUZZLE SOLVING

Special keys, vital to unlocking sections of the island, are protected by logic problems set by Keelhaul Pete. The aim of this problem is to place all the blocks on the star-shaped squares — only then does the gate explode allowing the key to be grabbed. Although it looks daunting, solving it is easier than it looks...


1 Max spots the place for the first block...


2 ...walks up to it and gives it a boot into position.


3 The next step is to fill the top left square so...


4 ...kick it down, along and up and there it is.


5 The other go straight in, leaving the middle two.


6 Success! The gate explodes revealing the key.

strategy-based arcade screens where Goofy and his diminutive sidekick have to dodge the droves of rogues patrolling the undergrowth. Their only means of defence are the barrels littering the jungle. If trapped, our heroes can pick them up and hurl them at the enemy, dazing or sending them reeling off screen.



Catch the barrels and bombs thrown by the first bosses and hurl them back to clear the stage.

Have a banana

Health is measured by the amount of hearts a character has remaining and energy is replenished by collecting bananas and cherries. Rarer but more valuable are diamonds giving extra continues and extra lives.

Even with all these power-ups, staying alive is a tough task — especially as each level is protected by a cute but fearsome guardian. Thoughtfully, after the completion of every stage a password is given.

Although there's no time limit to complete the puzzles, the computer keeps track of the time taken in each level and displays the cumulative total after the guardian has been defeated. While the early levels can be finished in a matter of minutes, the later stages with particularly tough puzzles can take ages, providing many hours of lastability for the seven to mid-teen age group it's aimed at.

The perfect gift for a trainee game fiend — bet you can't stop yourself from playing it though!



The second guardian's fiery temperament makes him a tough guy to overcome.



Making it to the fourth stage means getting past these two bone heads. A good aim is essential.

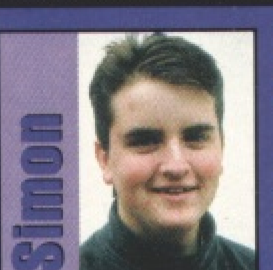


The early stages act as a tutorial allowing players to master plant throwing and block kicking.



At last, Keelhaul Pete! Catch the bombs and pelt him the second he stops spinning.

'Full of Disney magic'



Simon

Before *Goof Troop* came into the office I half expected it to be another cute Disney platformer much like *Mickeys Magical Quest*, also made by Capcom. Well, I got a shock! *Goof Troop* is both original and amazing!

The conundrums take the form of sliding block puzzles, with the object being to push a number of star blocks into the relevant holes. Considering it's aimed at people of ten and under, the puzzles really are quite tough.

The graphics are well drawn, colourful and faithful to the Disney originals. Animation is top quality and the levels are varied. The music is very jolly and help to convey the Disney image. Spot effects are also very good — the fanfare that sounds when you pick-up a special weapon immediately springs to mind.

Goof Troop is easily one of the most addictive games I've played in a long time. Every screen offers a new problem and you don't want to stop playing until you've solved it. Older players may finish the game quite quickly, but to younger players it represents a lasting challenge. It offers everything from great graphics and sound to amazingly addictive gameplay. A great game for younger SNES owners.

85%

Final analysis



"At last a really great co-operation game. Definitely aimed at kids but guaranteed laughs for all ages."



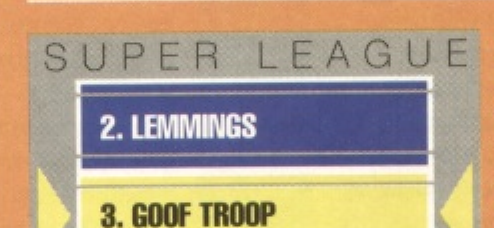
"Boo, hiss! Program an instant classic and then only include one level and pretend it's for kids — what a con!"



"Well suited to younger players. Err... am I the only one that found it difficult?"

Final day score

Everyone but Jon



SUPER LEAGUE

2. LEMMINGS
3. GOOF TROOP
4. SUPER TETRIS

PUZZLE

Only the lack of levels robs *Goof Troop* from becoming king of the puzzle castle but it gives *Lemmings* a scare.

Sound



A suitably cute tune accompanies the action but nothing in the way of sampled speech

Graphics



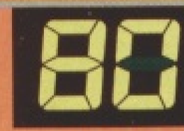
Capcom and Disney combine to provide a range of colourful and charismatic settings.

Playability



Getting started has never been easier. From the second you grab the joypad you're hooked!

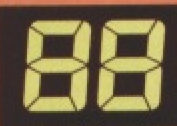
Lastability



Should have two ratings. For the age group it's aimed at a 90 and for over 15s a 70. We've comprimised.

Force factor

If ever there was a ready-made Christmas present for the pre-teens, this is it. Highly recommended!

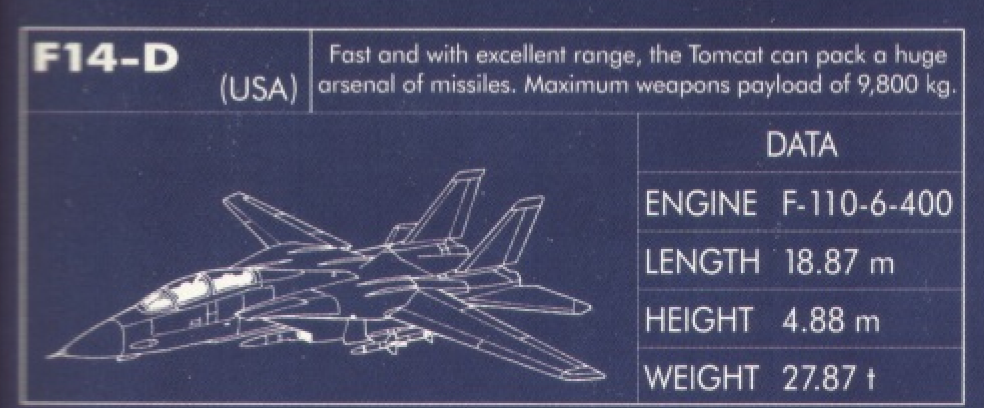


Duel against enemy fighters at supersonic speeds with breathtaking reality.

SUPER AIR DIVER

F14-D (USA)

Fast and with excellent range, the Tomcat can pack a huge arsenal of missiles. Maximum weapons payload of 9,800 kg.



DATA	
ENGINE	F-110-6-400
LENGTH	18.87 m
HEIGHT	4.88 m
WEIGHT	27.87 t

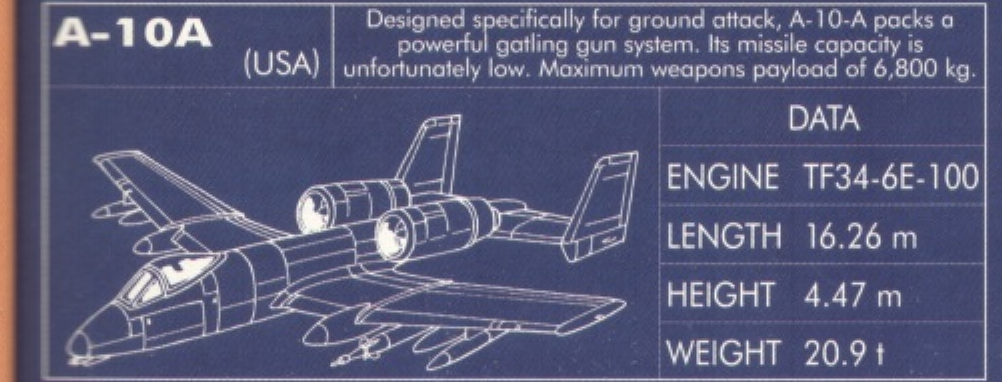
FS-X (JAPAN)

An extremely manœuvrable fighter ideally suited to dogfights. However, the accuracy of its missiles is low. Maximum weapons payload of 5,500 kg.

DATA	
ENGINE	F200-PW-100A
LENGTH	14.52 m
HEIGHT	5.01 m
WEIGHT	16.05 t

A-10A (USA)

Designed specifically for ground attack, A-10-A packs a powerful gatling gun system. Its missile capacity is unfortunately low. Maximum weapons payload of 6,800 kg.



DATA	
ENGINE	TF34-6E-100
LENGTH	16.26 m
HEIGHT	4.47 m
WEIGHT	20.9 t

TORNADO IDS (NATO)

A superb attack plane capable of low altitude flying at supersonic speed. A high quantity of missiles can be carried. Maximum weapons payload of 9,900 kg.



DATA	
ENGINE	RB199-34-R4
LENGTH	18.06 m
HEIGHT	5.73 m
WEIGHT	23.27 t

1. Full simulation of pulse-pounding 3D dogfights. Repel enemy attacks, expose their identity and destroy their abilty to fight.

2. Driven by ultra high-speed Digital Signal Processer (DSP) to give you the ability to duel at supersonic speeds.

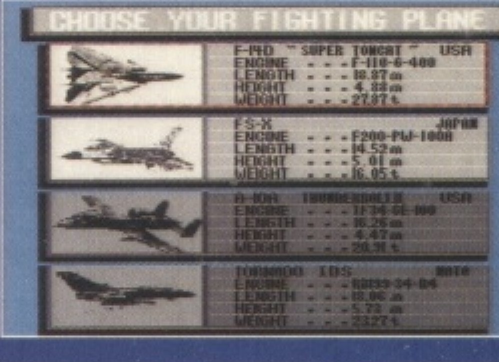
3. A selection of the world's best combat aircraft, each with its own special capacity, from the FS-X from Japan to the A-10A from the USA.

4. A devastating range of weapons – select weapons matched to missions. Includes Sparrow, a radar-guided missile, and Napalm, capable of hitting targets over a wide area.

5. Tactics vary for specific missions – spirals and loops will help you lose the enemy, afterburners will kick in for a rapid getaway.

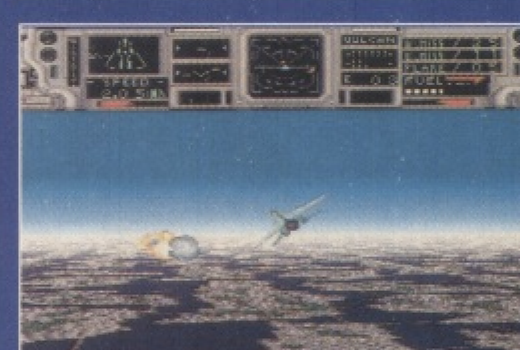
6. Use your vital high-tech instruments to stay one step ahead then, on completion of a mission, return to base for a Post-Mission Combat Report.





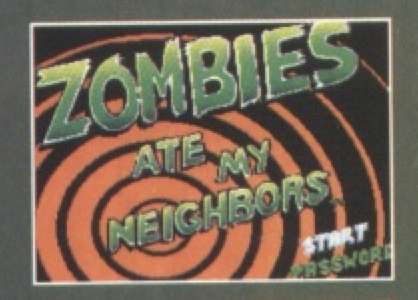






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SUPER NINTENDO ENTERTAINMENT SYSTEM



Shoot-'em-up

Producer .... Konami
Supplier .... Konami

Price £49.99
Status .... Official UK release

Players 2
Lives 3
Continues .... None
Extras .... Password system

What the makers say...

Monsters, werewolves, slimy blobs, giant ants, mummies and a whole host of creatures... it's never-ending — it's a nightmare!
■ Konami

Controls



Green	Fire weapon
Yellow	Weapon select
Blue	Use power-up
Red	Select power-up
L	Show radar
R	Hide radar

First impression


Cool spoof-style sprites. The way they climb out of the ground is hilarious.


It's always good to see a two-player shoot-'em-up and this is really funny.


Gameplay is similar to *Gauntlet* and just as good. Excellent graphics and sound.

First day score

Simon Level 23

193560

Zombi



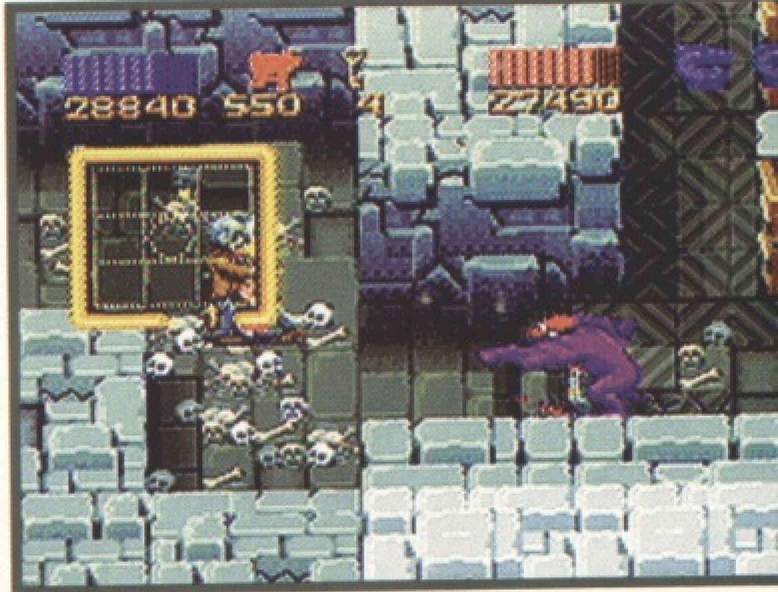
Zombies, brain-dead neighbours and heroes called Zeke and Julie? It's enough to put you off your popcorn...

It's a dark and stormy night, and lightning crackles down from the tormented skies. Safe inside their warm, well-lit front room, Zeke (black skull t-shirt, jeans, insane quiff and 3D glasses) and Julie (pony tail, baseball jacket, mini-skirt and boots) are slumped in front of the TV, parents in bed, half way through the late-night double horror feature as rain hammers on the roof. Thunder grumbles in the distance, and in the back yard something stirrs...

BANG BANG BANG! The kids jump from their seats at the sound of fierce rapping on the door. At 12:37 a.m.? Zeke goes to see who the visitor is. He draws back the curtain in front of the screen door, and patiently waiting in the rain is a two-month dead zombie with patchy hair and a disturbingly smug rictus. 'Aaaaargh!' Zeke runs for his room, Julie already on the stairs.

The undead have risen, and all manner of creepy creatures walk the neighbourhood. The mortal inhabitants, having woken in a catatonic trance, just stumble around dazedly repeating everyday chores — Mr Johnson stands at his unlit barbecue, eyes glazed over, flipping a raw burger on the grill, fat Mr Smith sits in his inflatable tyre and floats aimlessly around the pool. Easy pickings for the hungry pack of horrors.

The undead have risen, and all manner of creepy creatures walk the neighbourhood.


In this deadly labyrinth demons can destroy walls with a punch, with the neighbour radar showing where the victims are.

Neighbourhood watch

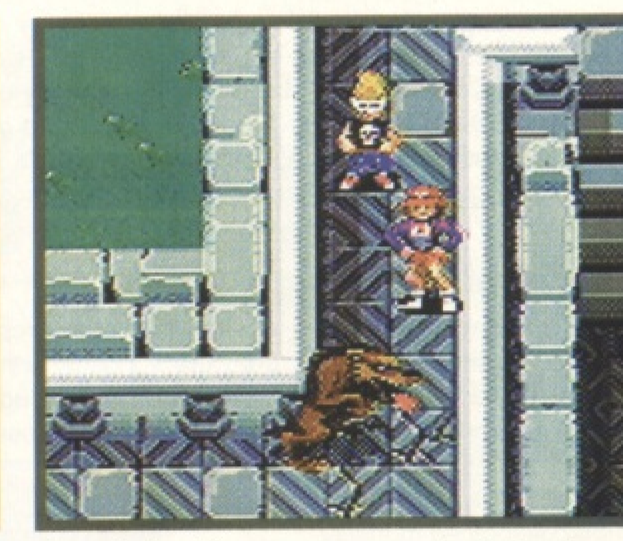
The two kids, being the only people in the neighbourhood still awake, are unaffected. It falls to them to take out the night's terrible trash and restore normality before the zombies get to their neighbours.

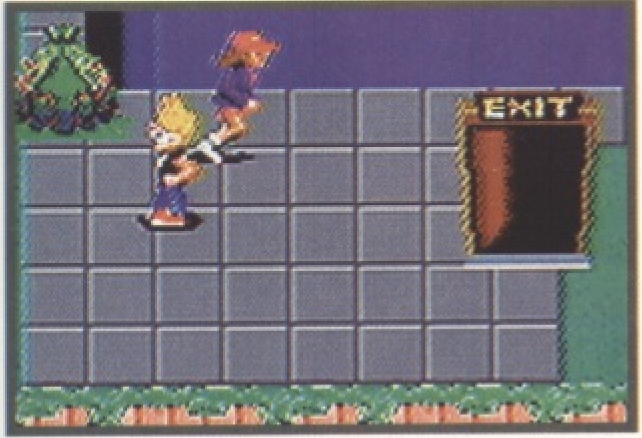
They begin this quest armed with waterpistols, but can pick up practically anything to use as a weapon including plates, fruit, bazookas, holy icons and 'fire and brimstone' smart bombs. Most are lying around, although some levels have hidden weapons. Some pick-ups have specific uses, like the strimmer for poisonous mushrooms and mutant plants, the bazooka to crumble certain walls and the sinister laughing clowns which draw all monsters to them (particularly useful against the chainsaw maniacs). ▶


The giant baby level guardian is much easier if you're a demon, as Julie demonstrates while Zeke avoids getting flattened.


These chainsaw maniacs move deceptively quickly and have a range of attack, as Julie has discovered and Zeke is about to.

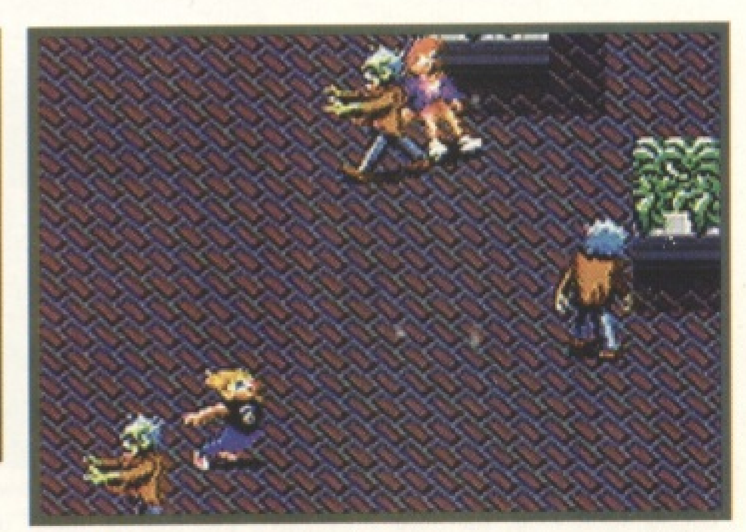

Outside the spooky labyrinth the ground opens up and spews forth terror from its unsightly maw.


These halls of horror are cramped and deadly, especially with creatures on the prowl.



The level's complete and the exits have appeared, but the zombies keep bursting from the walls.


I need a trim'n'edge! These enchanted mushrooms are very harmful and should be harvested with care.


Wipeout! The rancid old men on the ground floor of the mall have claimed two more victims.



Temporarily turning into a demon gives the character extra strength. To do so, drink a potion.

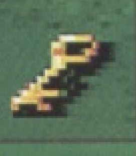

More chainsaw hedgemaze massacre. Spot the decoy sinister laughing clown on the left.


Exploding cans of fizzy drink are very volatile but have a limited throwing range.

CREEPY COLLECTABLES

***Zombies* has rucks of collectables, here's a few of the more common ones.**


Inflatable clowns: these decoys are a real help.

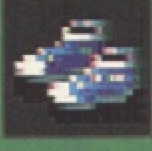

Key: this handy invention opens doors, it's magic!

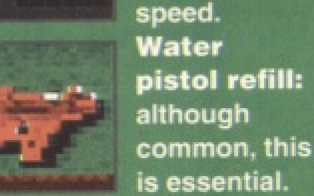
Potion: has many effects sadly, some most are unpredictable.

Religious icon: use this for firey smart bombs or shields.

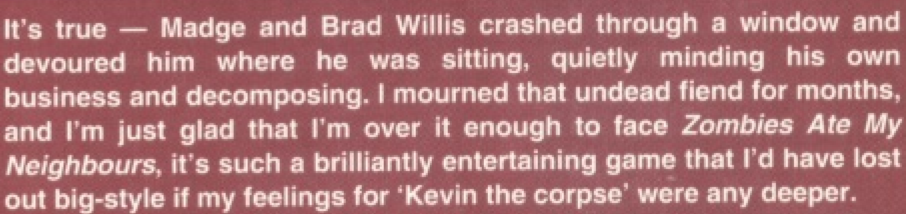

Bazooka: the most powerful weapon of all.


Exploding cans: ideal for keeping enemies at bay.


Boots: give a temporary burst of lightning speed.


Water pistol refill: although common, this is essential.

'Neighbours ate my Zombie!'



WILL

It's true — Madge and Brad Willis crashed through a window and devoured him where he was sitting, quietly minding his own business and decomposing. I mourned that undead fiend for months, and I'm just glad that I'm over it enough to face *Zombies Ate My Neighbours*, it's such a brilliantly entertaining game that I'd have lost out big-style if my feelings for 'Kevin the corpse' were any deeper.

Even with such perfectly captured comic book horror atmosphere the graphics can't be described as technically impressive, but the cartoon sprite animation and the pace at which the action moves is startling. Even in death I was laughing as purple blood dripped down the screen to reveal the 'Game Over' message.

This is a two-player *Gauntlet* for the '90s, a game which manages to bring gore to Nintendo in such a way the censors don't bat an eyelid. Mummies, werewolves, chainsaw-crazy murderers — long live trash culture if it's gonna inspire spin-offs as classy as this.

Sound falls into the same category as graphics, but it's got such character and suits the gameplay so well it's a delight to hear the macabre samples over slow 'n' sinister tunes.

All in all *Zombies* is a very rare game indeed. If you've ever enjoyed a crap horror film or cheap shock comic, it'd be a crime to miss this. Poor Kevin, (sniffle) he'd have loved this... (overcome staff writer wanders off sobbing mournfully, head in hands)

90%

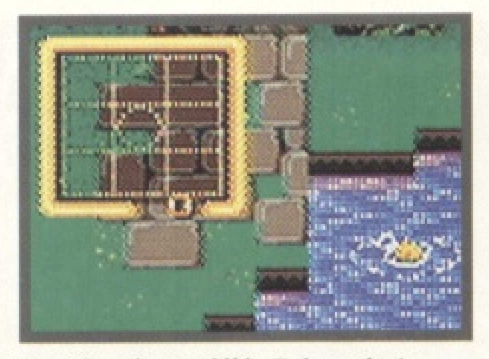
A dauntless crusader against evil can tackle this mission solo as either character, or it can be attempted by two players simultaneously, with *Gauntlet* style scrolling. There's plenty of scope for friendly rivalry, with a plethora of weird bonuses for rescuing more victims than a co-player, not using certain weapons, and sending the most demons back to the hell-fire that spawned them.

Night of the living dead

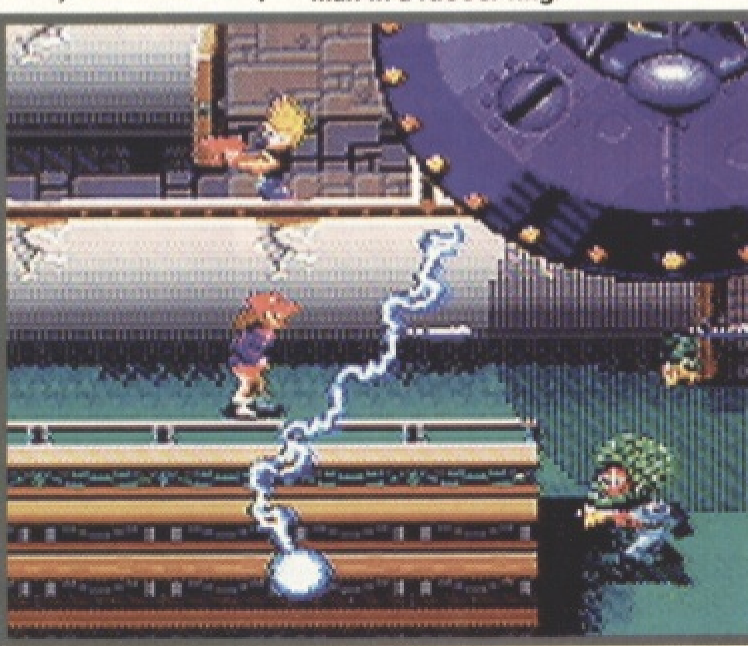
The minions of darkness appear from every conceivable place, hauling themselves from the sodden earth, bursting from red-veined mutant pods and crashing through hedges swinging buzz-saws. Being undead, they refuse to stay down, new beasts taking the place of old in an unending torrent of snaggletoothed mortality.

Each character has an energy bar (not replenished between levels) for each life and two different stores of collectables — one for general weapons and the other for miscellaneous items. The four main buttons serve to cycle through these and use them, with the miscellaneous store holding the chuckling harlequins, first-aid kits and smart bombs to keys (each for a specific door) and various potions granting new energy or turning Zeke or Julie temporarily into a huge, invulnerable, pulsating purple demon. Such concoctions are best quaffed on the levels harbouring zombie clones of the two courageous kids, as here they have the added effect of averting confusion when there's multiple Zekes and Julies on screen.

Fifty five levels of night-stalking, B-movie watching, trouser-soiling mutant terror, *Zombies Ate My Neighbours* is for trash horror and black comedy fans alike.



That floating quiff is Zeke, who's jumped in the pool to rescue a fat man in a rubber ring.



Mars needs cheerleaders so it's back to school to quash the alien invasion and run away from this invincible UFO.

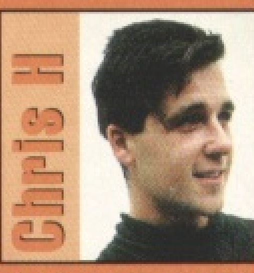


Werewolves should be avoided rather than fought — they're so quick!



This giant, *Dune*-esque sandworm hangs around outside the mines. Two need killing to gain vital skull keys.

'Regain your decomposure'



When I first saw a low-budget horror film I was really disturbed. The acting was frightening, the bad scene links turned my stomach and the props proved quite nauseous. It was a good job there was plenty of blood and severed gizzards about to calm me down. Cheap horror flicks are always worth watching, if only to see the tacky special effects, and *Zombies Ate My Neighbours* retains the feel of early '80s gore movies.

The undead entities vary in appearance; limp decaying corpses, rotting Egyptian mummies, chainsaw-wielding murderers (what else?) and an abundance of arcane manifestations.

The graphics aren't the best ever extracted from the SNES but the animation and wincing expressions of the cast justifies the 8-bit look of some areas. Two-player beast busting is instantly addictive but it's not a game that relies on this option alone, solo demon eradicators can enjoy perusing the cursed labyrinths with just as much zeal.

With hidden weapons and power-ups (the transformation broth being the most visually pleasing) are well thought and with so many novelty inclusions like trampolines to bounce on, neighbours to save, swimming pools to leap in and houses to explore, never a moment goes by without some horrific situation to comprehend with hardly any time to gain your composure. It's frantic, funny, comic horror at its best.

89%

Final analysis



"Captures perfectly the B-movie atmosphere and has some great twists on conventional end-of-level bosses."



"Horribly addictive with fantastic creepy creatures. It's so good it's scary. Perhaps a bit repetative."

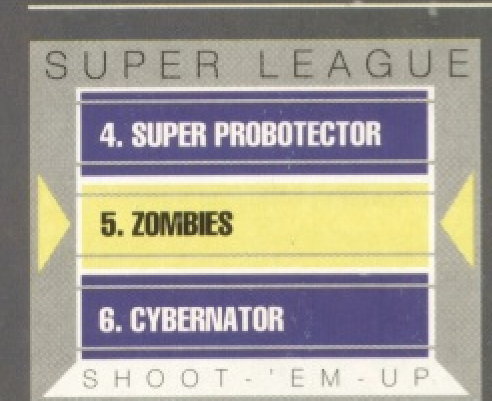


"Very tough with loads of fun packed levels, the two-player mode adds loads of appeal. An excellent game!"

Final day score

Simon — Level 35

318934



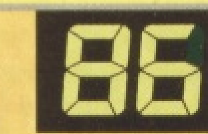
A frightening fiesta of fun *Zombies* carves it's way into the middle of the chart. The two-player option is a real treat.

Sound



Slack, tuneless music which struggles to set an air of excitement or eerieness.

Graphics



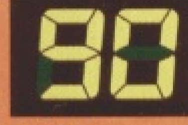
Humorous animation and many undead monsters. Plenty of variation.

Playability



Unadulterated fun right from the start. Highly addictive and a bountiful amount to explore.

Lastability



A gruesome challenge, but so appealing you're always coming back for just one more go.

Force factor

A monster mash of delights. Funny and furious, with so much to seek and destroy.





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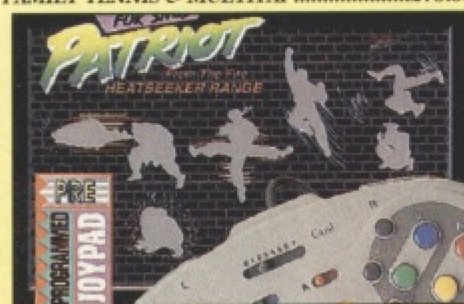
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Sport

Producer..........Kemco
Supplier..........Marubeni

Price..........£44.99
Status..........Official UK release

Players..........2
Lives..........N/A
Continues..........Infinite
Extras..........Password System

What the makers say...

The fastest, biggest, most realistic two-player racing game yet. It's got weather and everything!

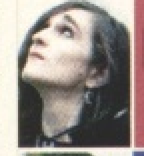
■ Jackie Ryan.

Controls



	Brake
	Brake
	Accelerate
	Nitro
L	Up gear
R	Down gear

First impression



Large sprites with colourful graphics make this instantly playable.



After playing the original to death I'm expecting to miss a lot of sleep over this.



Wahay, the open road! Looks very similar to the first one though.

First day score

Simon Greece

40

Top Ge

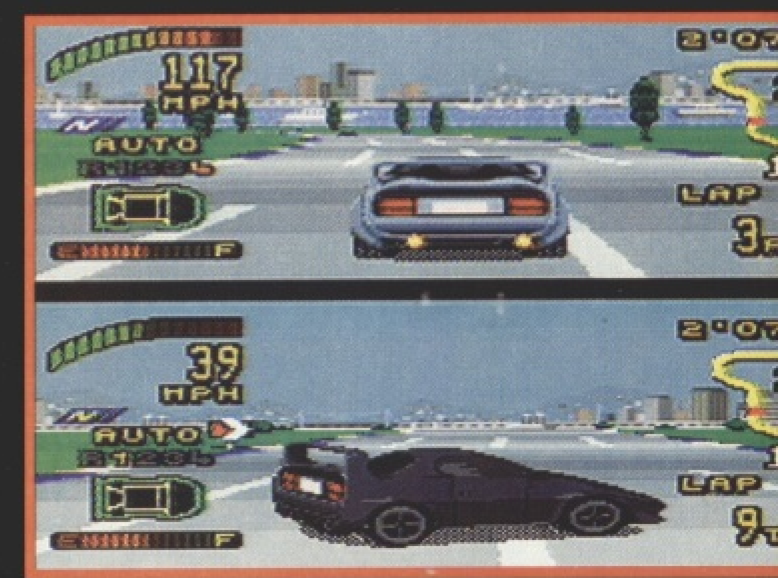
Stuffy facemasks, restricting cockpit space, corduroy overalls — what is the attraction of being a racing driver? Perhaps millions of dollars play a small part...

Apparently, young boys dream of becoming racing drivers. Strangely, their attitudes change when they realise Nigel Mansell isn't quite as firey as they first imagined and that there are better dreams to have than driving in a continuous circle.

Still it's obvious why the thought of expensive cars and oodles of money appeals — it would be great! Thriving on the core of unadulterated racing thrills is *Top Gear 2* the successor to the thunderous *Top Gear*. The wittily entitled sequel is ready to roll onto the starting line and leave all other racing games in the dirt. However, before you screech up the open road it's best to find out exactly what you're about to undertake.

Top Gear 2 is set across 16 countries with four circuits in each (that's 64 in all for those trying to work it out). After selecting the gear type (auto/manual) and speed registration (mph/kph) it's onto the first country where a weather status is displayed along with the course distance and number of laps. The races begin in Australia with qualifying at the end of four gruelling courses rewarded by progression to the next country. Unlike the original *Top Gear* there are no cars to select from, instead all the drivers have the same automobile with the only differences being the paintwork and the gadgetry under the bonnets.

Money is awarded according to finishing positions with a bountiful $10,000 for first place.



With the two-player split-screen option, one mistake can ruin the whole race. One spin out later and Player Two falls back.

Top of the morning

The computer drivers are quick off the mark and to catch them you need car add-ons yourself. At the end of a race a shop appears where better, bigger and pricier engines, nitros, gear boxes and even armour can be bought. A driver never forks out for equipment himself but to afford any goods he has to race well.

Money is awarded according to finishing positions with a bountiful $10,000 for first place. Not only does coming first mean lots of cash to spend, it also means a place in the championship table. Ten points are awarded for first place, six points for crossing the line second right down to a lowly one point for coming in sixh. The championship table is the place ▶



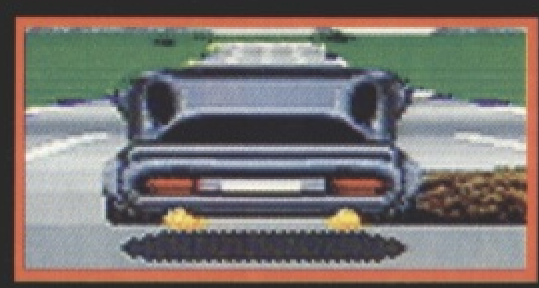
The other cars are a nuisance but it takes more than an irritated yell to overtake them.



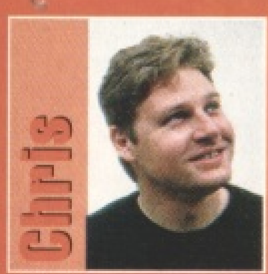
Nobody mentioned dark tunnels with tight corners and there's not even a drive-in. Oh what the hell, kick in a nitro.

e ar 2


Happily cruising along, a stile appears in the distance. Dodge it or spin off the track.


Don't be surprised by a tree lying in the middle of the road, it acts as a ramp.

'Even faster than the original'



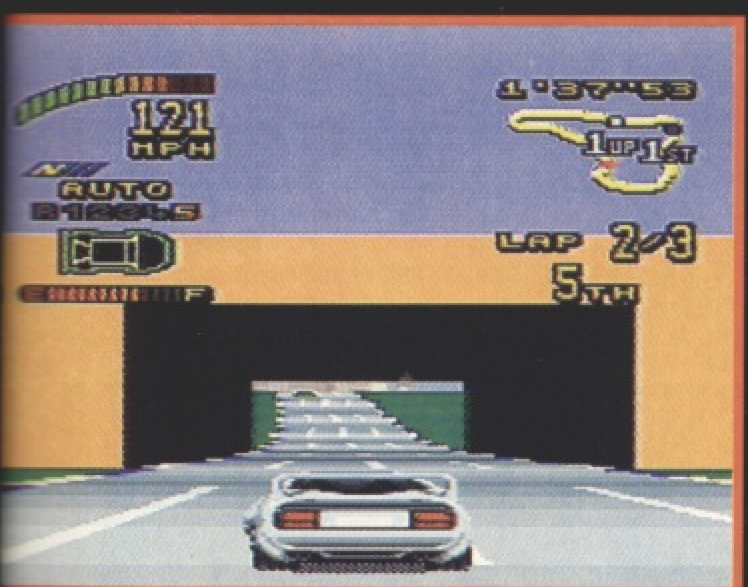
Take one of the finest racing games on the Super Nintendo, turbo charge the gameplay, add a host of hi-tech add-ons and a set of computer controlled maniacs to race against and you've got *Top Gear 2* — bigger, badder and oh so much faster!

Top Gear enthusiasts will look upon this offering with mixed feelings. Gone is the familiar choice of four different cars and the chunky reassuring handling that made the original such a dream to play. Instead, Kemco's updated version features a leaner speedier machine that can be upgraded in traditional *Exhaust Heat* fashion.

There are more tracks, although one can't help but feel they're just a little easier than the original — no more signs that appear to leap out of the road and rush headlong into the windscreen. However, the major improvement is in terms of sheer stomach-churning speed. Make no mistake about it, this is major league fast — just try hitting a full power nitro as you go over a ramp and you appreciate just how quick this really is.

In two-player split-screen mode it still reigns supreme. It's pretty easy to leave the field trailing but the constant battles with a mate have endless appeal. Ultimately, the choice is yours. Have no illusions about it, this is essentially a turbo-charged version of the original but that doesn't make it any less of an enjoyable game. If you're a speed freak without the original, seriously think about adding this to your collection.

87%



Fifth place? Why, that's no good. Forget the Highway code — overtake on the brow of that hill.

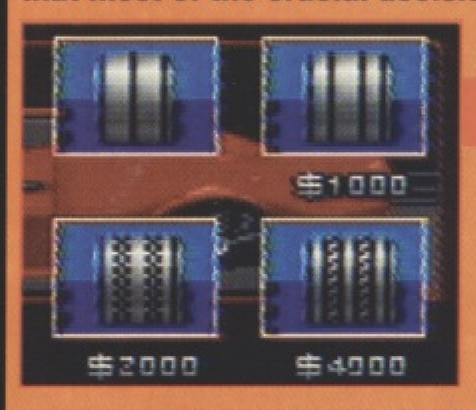




Driving just isn't the same without hurling abuse at other road users. Here are just two classic phrases.

THE BODY SHOP

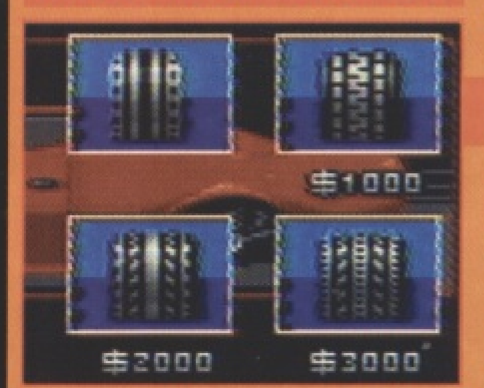
Although points are won on the track, it's in the body shop that most of the crucial decisions are made...



Dry tires: A good set of dry-weather tyres is essential, keeping your car on the road even on the tightest corners. Buy the most expensive set.



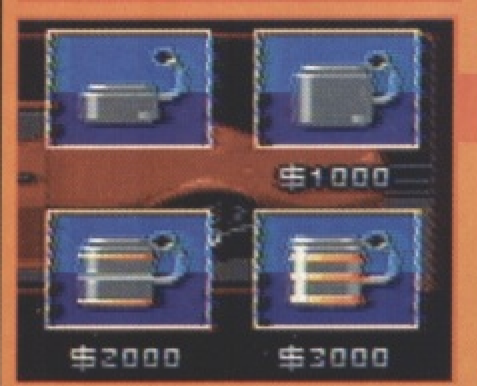
Engines: the most important add-on and very expensive. Rather than saving all your money, buy the $50,000 engine and a similarly priced gearbox.



Wet tires: not as important as dry ones but if you don't have them, a rain soaked track is like an ice rink. Grade two or three is good enough.



Car armour: each time the car takes a hit, panels are damaged, eventually slowing the car to a standstill. Armour reduces this effect giving a fighting chance.



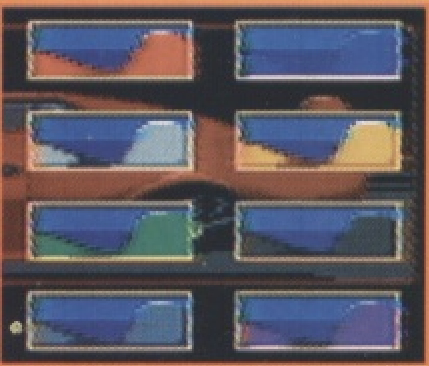
Gas tanks: as you progress to the later countries, tracks are longer and there are no pits. The more fuel carried on board the better.



Gearboxes: the gear box add-on is relatively cheap, and gives rapid acceleration and higher top speeds. The $30,000 model is perfect for most courses.



Nitros: give your car that extra power surge when you need it most. The more expensive the model the longer the nitro burst lasts.



Paint shop: offers the chance to alter the colour of your car at no cost. It also pays to change colour depending on weather conditions.

to get your name. Listing the top ten drivers, if you slip off this chart you're excluded from the rest of the season.

Two players can compete simultaneously or lone drivers can burn up the tarmac against computer controlled cars, and if you want to take time out there's an essential password system so you don't have to slug through earlier races.

Leader of the pack

An easy way to slip through the pack and get up amid the heat of the action is to slam on one of the six nitros you're equipped with. This provides a sudden boost of speed and is best appreciated at the start of the race — especially when in a bad position (i.e last).

Better nitros can be bought which when used power your beast through the 200mph barrier. Relying solely on nitros is ill-advised though and if you've any hope of surviving later courses, where the competition is really tough, it's best to save up for bigger engines and sharper changing gear boxes.

Nitros are also left on the track, run over the icon and you gain an extra boost. Speed ups act in a similar way, hit one of these and the car accelerates to mind blowing speeds — you'll be blinking in disbelief. Likewise, fuel is picked up on the track refreshing any exhausted consumption tanks, just don't grab it all in one fell swoop — races can be long and snatching it all on the first lap is only advised if you want to retire with dust in the tank. Of course the guys in the car won't let your controlling go unnoticed shouting 'Crash 'n' burn' and 'banzai' when you boost off with a turbo.

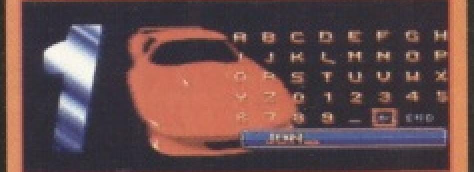
So that's it the scene is set and the flag is about to drop, all that remains is to pump up the volume on the stereo and slam the pedal to the metal — USA here we come!



To find out how far the leader is in front, take a glance at the map in the top corner.

TOP OPTIONS

The key to winning is finding the right set up out of the masses of options available.



Player: enter your name for glory in the championship table.



Transmission: either manual or auto — we recommend the latter.



Controls: find the set up that suits you from the five available.

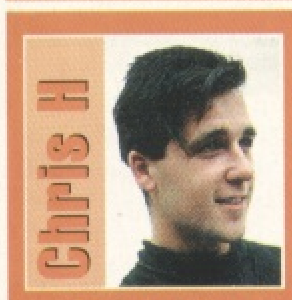


Speeds: go European with KPH or imperial with speeds in MPH.



Use nitros early as the leaders burn into the distance.

'Sequel syndrome'



Chris H

What is it with sequels? A great game comes onto the market and, if it's a real winner, a follow up appears not two seconds later. Alas, sequels don't always outdo their original moulds and *Top Gear 2* falls into this category. Don't leap to conclusions, as racing games go it's revving with energy but it's just not as good as the first. The cars are considerably blockier, making overtaking very tough, especially at the start of a race when the track is cluttered with drivers. Once trapped at the back of the pack it's virtually impossible to catch the leaders.

Equipment upgrades are decent with a wide variety of soup-ups, but I preferred the original option of selecting between four cars of varying performance.

Devious tracks ensure a relentless challenge but the fog and night circuits are painful to watch. It's so dark you have to strain to see what you're about to crash into! Lights can't be purchased to see better — where's the sense in that? *Top Gear 2* is more lifelike than its 'arcadey' older brother. This is more like real racing (I imagine), but over-the-top arcade styles are more fun to play. One more thing, the roar of the engine is like someone whistling into a petrol can while taking off in an aeroplane.

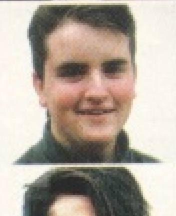
Basically, this is *Top Gear* with a few improvements but a few unneeded subtractions. Old and new ideas don't always gel together.

80%

Final analysis



Fast and extremely smooth scrolling make this easily as good as it's predeccesor, graphics are also excellent.

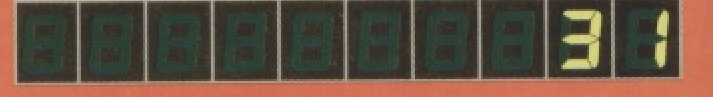


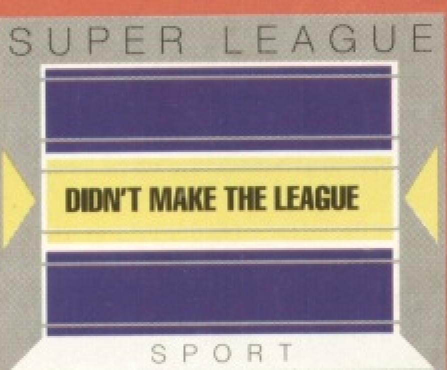
An open road in which to open up a fast car — this is how racing should be. An untameable lion.

Not that different from *Top Gear*, but still a wise purchase if you don't have the first one.

Final day score

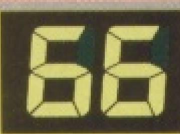
Chris — Scandinavia





Despite a great pedigree and incredibly fast speeds this top racer just can't match *Exhaust Heat II* for sheer thrills, spills and lastability.

Sound



Nauseating high-pitched engine noise and craggy tunes hardly send the pulse racing.

Graphics



Fast scrolling road but blocky cars and absurd weather conditions fail to excite.

Playability



Instantly appealing especially in two-player mode though the opposing cars quickly annoy.

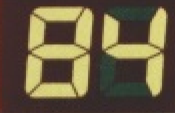
Lastability



A password system and lots of add-ons to save for. Several races later and each track becomes similar.

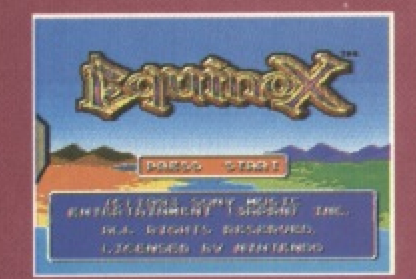
Force factor

A thrilling and incredibley fast racer though a little on the easy side. Two-player mode is a blast though.





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Adventure

Producer........Sony Imagesoft
Supplier........Sony Imagesoft

Price........TBA
Status........Official UK release

Players........1
Lives........6
Continues........Infinite
Extras........Battery Save

What the makers say...

Equinox brings a whole new world of mystery, magic and intrigue to the Super Nintendo.
■ Caroline Stokes

Controls



(green button)	Fire
(yellow button)	Jump
(blue button)	Magic
(orange button)	Nothing
L	Rotate Map
R	Rotate Map

First impression



"A very strange perspective helps this game stand out of the crowd."



"It looks beautiful in places but an eyesore in others. Chunky main sprite."



"Looks like a cross between *Zelda* and the old *Head Over Heels*."

First day score

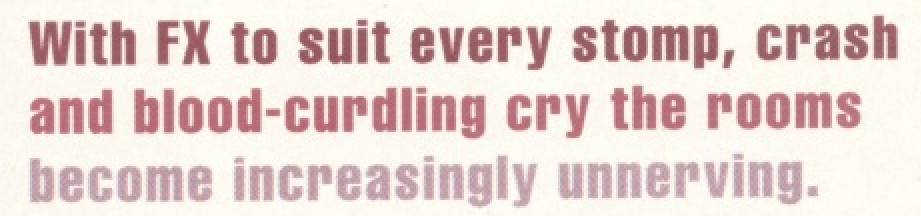
Will five tokens

5

Equinox

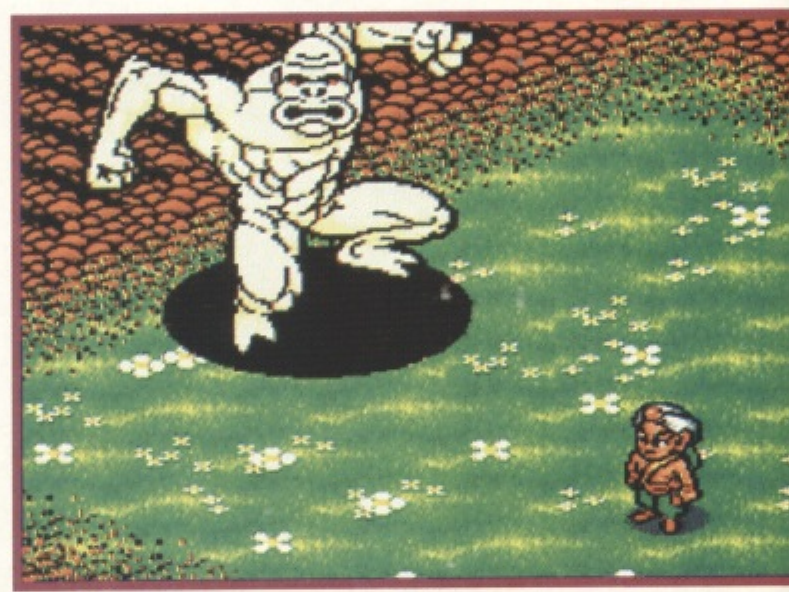
Minions of darkness, dank, dark dungeons and a fetching turban — if these spark the imagination, Sony's latest offering is for you...

Think of a fantasy film or game setting and there's bound to be a host of characters and places with ludicrous names. *Equinox* (the sequel to the NES game *Solstice*) is the latest arcade/RPG to continue the trend of obscure entitlements by naming the hero Glendaal in the equally bizarre land of Galendonia. Glendaal's father Shadax (sounding like an early '80s pop band) has been kidnapped and is being held in dungeons deep under Galendonia's surface. Assuming the role of Glendaal, locate your father and free him. Play begins with you walking around a large 3D landscape, one of eight kingdoms. These Mode 7 continents can be rotated via the [L] and [R] buttons as you traverse them, and unlike well-known RPGs, all creatures you meet put up a fight; don't expect to hold conversations with anybody in this game.



With FX to suit every stomp, crash and blood-curdling cry the rooms become increasingly unnerving.

Luckily, magic runs in the family. Your father is an excellent wizard, and you've inherited many weird and wonderful powers. Upon encountering a creature on the map screen, the viewpoint changes to a single screen with just you and the enemy in question. Fighting depends on which weapon Glendaal has in his possession, and he starts unarmed. Spells, however, have a devastating effect and are gained by collecting magic parchments.



When encountering a goblin, the view switches to a close-up shot. To kill him, jump and repeatedly hit the goblin's head.

Opportunity 'nox

The main element of *Equinox* is exploring the underground caverns. Here the viewpoint changes to an above-the-ground side view as you investigate 3D rooms in the pursuit of twelve tokens. Once found, the tokens call up the level boss and only by destroying the guardian can you continue to the next continent and begin the task of finding another twelve tokens. As tradition dictates, there are unhelpful monsters stalking the rooms and only by scooping up magical potions and weapons can you ever hope to defeat them. Potions restore energy, while weapons like daggers and shurikens take their toll on the enemy. It's usual fare for one new weapon to be hidden in every dungeon, but finding it is no pushover and considering the size of several levels it's a wonder they can be found at all. Eight ▶



The first big boss takes the form of a huge skull. He moves fast, so anticipate his pattern and attack with your daggers!



The view from above ground. It's possible to rotate the whole map using the [L] and [R] buttons.







The first and most important find is the daggers. Without them you've got no chance.

One of the magical tokens. Collect all twelve of them to summon the cavern's boss.





These metal-clad robots are tough to kill as they are only vulnerable from behind.



Shurikens are more powerful than daggers and make your quest a lot easier. Finding them is far from easy!

THE KEY TO SUCCESS

Before setting out on your adventure familiarise yourself with the power-ups available...



Red apple: these energy boosters restore one hit point.



Blue potion: use sparingly. These are scarce.

Green potion: restores the level of magic power.



Green key: use this to gain access to the green portcullis.



Scroll: provides a handy re-usable magic spell.



Red potion: gives energy restoring the health meter.



Tokens: collect all twelve to summon the main demon.



White key: opens the white portcullis gate.

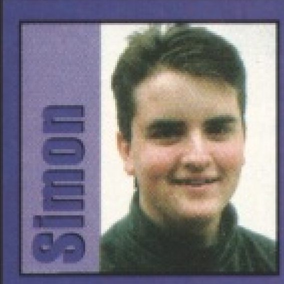


Those spikes are as sharp as they look! Landing on them means instant death and the loss of a hit point.



Congratulations! The bat lies defeated on the ground and you receive loads of points and an extra health unit.

'What an original perspective'



Simon

When I first laid eyes on *Equinox*, I remember thinking 'what an original perspective.' The main landscape area rotates in a peculiar Mode 7 style, and your character can only walk diagonally, making travelling a little disorientating.

The graphics on the subterranean sections are well drawn with excellent scrolling, the main sprite is particularly chunky and colourful, though some of the baddies are a little basic. Sound is okay without being amazing or ground breaking but there's plenty of challenge — each labyrinth is full of puzzles and traps to test the mind as well as your fighting skills. There are a a number of small quibbles, the main one being gameplay can be frustrating. Losing just one energy point means restarting the level and this is infuriating on the later and tougher stages! The original perspective can be awkward if you're walking behind scenery — necessary in later sections — and it's easy to get hit without even knowing it. Then, of course, you have to restart...

Put these aside though, and you've got the same addictive gameplay that made *Zelda* so appealing. And the perspective certainly adds a sense of originality — a quality getting rarer by the day. Ultimately, this is more for dedicated adventure fans, everyone else should have a try before parting with their dosh. Give it a go though and guaranteed you'll be pleasantly surprised.

81%

GIVING UP THE GHOST

Before taking to the deadly dungeons take a look at what's in store...



Blue ghost: only takes a few shots to kill this big weed.



Blue villain: this dude can only be shot from behind.

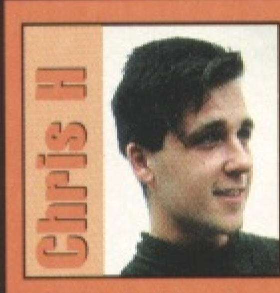


Green villain: weaker than his blue brother.



Red ghost: faster and tougher than his blue counterpart.

'As good as Head Over Heels!'



Chris H

When I first saw *Equinox*, it reminded me of the old C64 classic *Head over Heels*, so my hopes were high. The playing area is viewed from an excellently designed 3D perspective that looks a little weird to begin with. The graphics are well drawn, with smooth scrolling, the main sprite is particularly good with some brilliant animation and colours helping bring him to life. Some of the guardians look a little ragged, but this is only a small problem.

Sound is excellent, with a top notch musical score and excellent spot effects helping increase the atmosphere. Each labyrinth is full of puzzles and traps to test the players' mind and fighting skills, giving it that little something which games of this genre normally lack. There is a save facility included, so you don't have to play the early levels over and over again.

The only annoying point I encountered was, because of the perspective, you can sometimes walk behind part of the scenery and be killed by a baddie without knowing what's happened. This only occurs once in a while, but if it's just before the dungeons' boss it's darned annoying!

Quibbles aside, *Equinox* is a great game, offering a long term challenge to any RPG fans or anyone fancying a change from the endless line of beat-'em-ups and shoot-'em-ups doing the rounds.

84%

dungeons stand in the way of your goal and there are hundreds of rooms to explore.

Saving the day

Running into spikes or one of the dark minions causes an explosion and you have to restart the level. There's no energy bar, but most magic adds an extra life so you can rack up a formidable amount with potions.

With a digital soundtrack fading in and out heralding the arrival of something sinister and FX to suit every stomp, crash and blood-curdling cry the rooms become increasingly unnerving with every foreboding chamber entered. If you fall foul to any ominous incarnations, the *Equinox* cart includes a battery save option allowing up to four different games to stored simultaneously so you can go away, take a deep breath and go back in for some more.

In the world of *Equinox* the dungeons are dank and deadly but with your fetching turban you can't possibly go wrong. But that's what they all say, isn't it?



Judging the jumps on this screen is very difficult, one wrong leap and you've got to start the room again!



Rearranging blocks is an integral part of gameplay. Here it's necessary to gain extra height to reach a platform.



This is what happens with the big demons above ground, so time is better spent searching underground!



The giant bat's speed makes it tough to defeat. Anticipate its movements and blast him.



Those chimney-like constructions lead to the underground sections.



Locked in a room with four of the toughest baddies around. Killing each takes repeated hits.

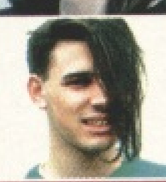
Final analysis



"Great to play. A successful hybrid of styles between RPG and arcade adventure."



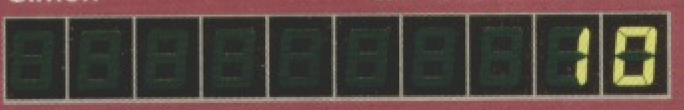
"Respectably big but hardly engrossing. Far too difficult and also dated. Save your pennies."

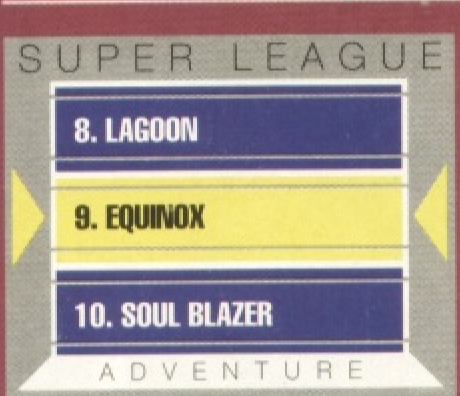


"Massive game but becasue of a few flaws it all gets a bit frustrating, not all that bad though!"

Final day score

Simon — ten tokens collected





Despite some original touches, *Equinox* hasn't the instant playability to earn a place above the more humourous *Lagoon*.

Sound



Average sound serves its purpose well. Spot effects are minimal but atmospheric.

Graphics

80

Weird viewpoint can be frustrating. Good use of colour and well animated.

Playability



Quite playable but takes time due to the controls. The further you go, the more playable it gets.

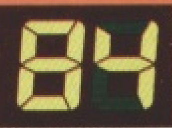
Lastability



A huge game with loads to see and even more puzzles to test the grey matter.

Force factor

Although a little slow to start, Equinox develops into an absorbing Zelda-esque adventure.





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S-FORCE NOV





Arcade

Producer .... Konami
Supplier .... Konami

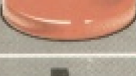
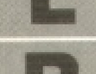
Price £57
Status .... Official UK release

Players 2
Lives 0-5
Continues 0-5
Extras .... None

What the makers say...

You'll have to be quick on the draw as you challenge the meanest, smartest outlaws the West has ever seen.
■ Konami

Controls

	Fire
	Jump
	Slide
	Nothing
  L	Nothing
 R	Nothing

First impression


Yee-haw! *Sunset Riders* looks better than the arcade — and that was great.


I've never seen the arcade original but this has got to be close. Great fun!


An absolute belter! Bright, fast, loud and it looks great! A Wild West wonder.

First day score

Simon Finished on easy

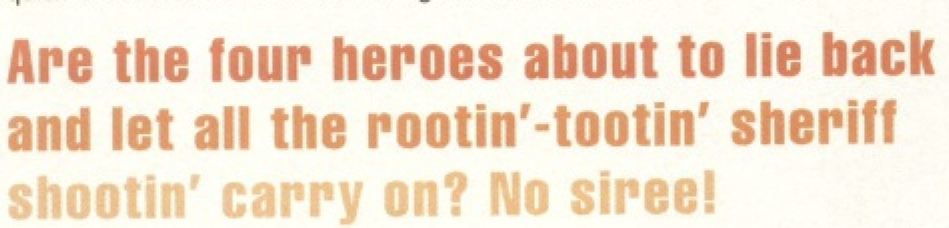
351564

Sunset

Considering the bad workmanship on horse saddles it's no wonder outlaws in the wild west got raw hides. A load of cowboys the lot of 'em...



How was the West won? Well if Steve, Billy, Bob and Cormano are anything to go by it involved a lot of shooting — a *lot* of shooting. The four bounty hunters only rode into town to stay at a bed and breakfast, but unfortunately this town houses the most villainous cowpokes this side of Texas. The saloons are riddled with barbaric hustlers, the sheriff's been scared off by unlawful townsfolk and the banks robbed by gangs of bandits. Are the four heroes about to lie back and let all the rootin'-tootin' sheriff shootin' carry on? No siree! With a twirl of their guns, a quick whistle to summon their nags and a tankard of cactus brew to warm their trigger fingers, the bounty hunters set about cleaning up the scum.

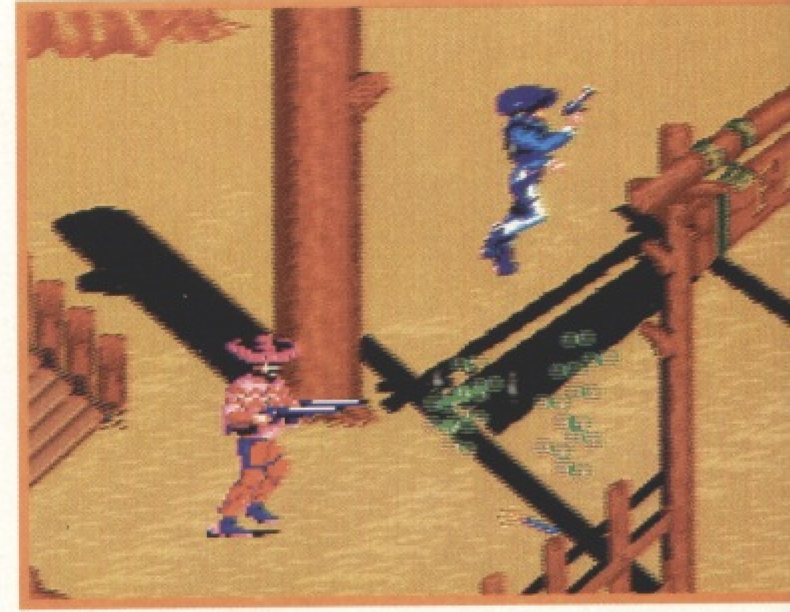


Riders on the storm

The four characters (all featured in the arcade version) each have their own abilities. While Steve's faster at firing, his limited gunshot is nothing compared to Cormano's double-barrelled rifles, excellent for clearing a masked gang of thieves.

Star icons improve the rate of fire and if a saloon is passed, one cowboy can run in and out, brandishing a new improved gun. Money pick-ups are all around and the odd damsel in distress usually faints, waiting to be rescued. Two players can partake in the gun toting at the same time — it's always handy to have a 'pardner'.

Behind the town's misdemeanours is Sir Richard Rose, and being the top kingpin he's hired the meanest henchmen to protect his hide: El Greco waits on the train armed with a shield and a deadly whip, Chief Scalpem jumps high and rains down lethal knives, and, last but not least, Paco Loco guards Rose's fortress with a machine gun. It'll take all of your western wile and bullets to waste 'em. But even before the shoot-out with these unfriendly gents, the rest of the nefarious townsfolk must be given an early funeral. ▶


Running in, guns blazing is the only way to sort out the men from the boys, the good from the bad, the ugly and sad...

PICK-UPS FOR PILGRIMS

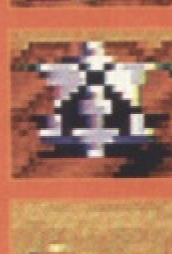
Keep an open for these pick-ups and you'll be smokin' those darned lily-livered mad dogs.


Chicken: grab this for an energy top up.


1-UP: extra lives are rare so grab it quick extra life!

Gold: earn extra cash by panning for gold.


Gold badge: increase the rate of fire and bullets power.


Silver badge: gives two six-shooters and more ammo.

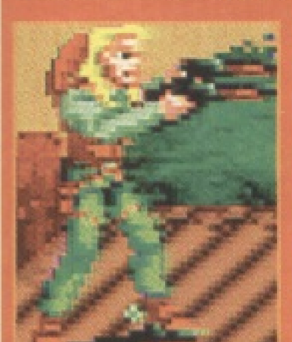
Dynamite: pick it and throw for an extra big bang.


Saddle up and ride those nags into town. Remember to shoot the bandits on the train, though and watch out for rolling logs.

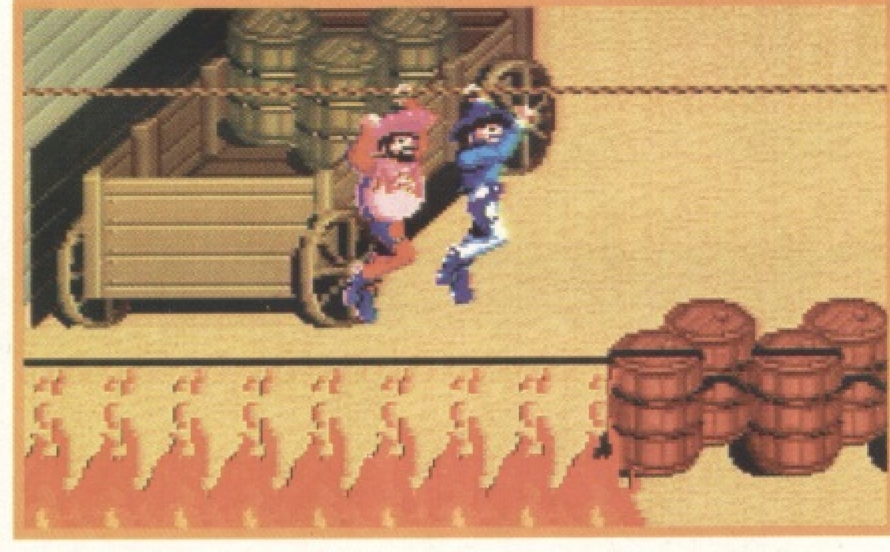
Riders

BOB

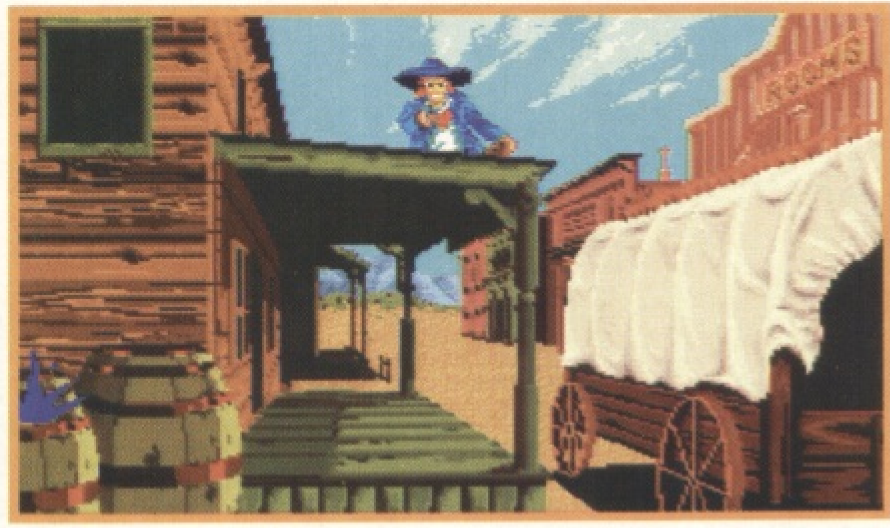




Top marksman Bob and his friendly rifle are unbeatable together. An excellent choice for blasting tough level bosses such as The Smith Bros.



With flames roaring below, the only option is to grip on to that flimsy lookin' rope and climb to new heights.

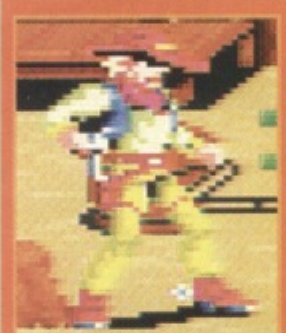




Above: the bonus stage — fifty bandits needing bullets in the head. Left: them dames an' their legs sure do warm the boots of the cowboys.

STEVE





Quick on the draw he may be, but Steve doesn't pack a gun as big as the others. He relies more on agility than precise aiming making him a good all-rounder.

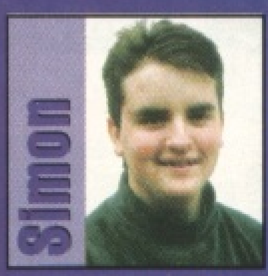
BILLY





Billy the Kid likes to be cool and loves a good gun fight. His twin pistols fire in two directions making him prime choice for the slow early levels.

'A frantic arcade blaster!'



Simon

I must be one of the few people who've never played *Sunset Riders* in the arcade, and I wasn't really looking forward to the SNES version. Basic side-on shooters have never really appealed to me, but *Sunset Riders* is one of the best games I've played this month!

The graphics are arcade perfect, retaining the look and colour of the original. The animation is high quality and there's no slowdown — even when things hot up. Graphics are very colourful, and each level has its own wild west look. An excellent soundtrack accompanies the action, also featuring some disappointingly average speech, but it all adds to the overall feel.

One of my main concerns was that it would be far too easy — wrong again! The easy setting poses no real challenge and serves as more of a warm-up than anything else, but crank the difficulty up and things become a whole lot harder.

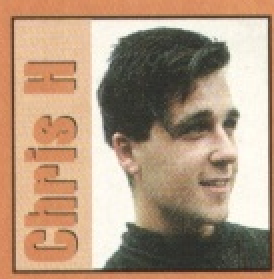
The main problem with *Sunset Riders* is that after a few days play it gets a little repetitive, and you realise gameplay is quite restrictive. I think this is due to the age of the game more than anything else. If you have the remotest interest in either the arcade original or just a good side-on blaster, *Sunset Riders* is the game for you — I usually can't stand the things, but it had me playing solidly for a good few days — coming from me, that's high praise indeed.

89%

Above: Ride alongside the runaway train and pick off the rustlers.

Left: a spot of show-boating before the duo face a level boss.

'A bonanza of a game'


Chris H

Cowboys had it easy. I know they're portrayed as rogues who brawled and slept rough, but look at their way of living; drinking bourbon, leering at dames and with those wide carpet trousers they're like walking camp beds! I'd like to be a gunslinger but I've missed the era, hats don't suit me (I'd get the cord hooked on my adams apple anyway) and beans have never mixed with my taste buds.

If I'd been a cowboy, I couldn't have chosen better partners than the *Sunset Riders*. If there's a foursome to be reckoned with it's this lot. They walk into town and let their weapons do the talking, even having time to twizzle their guns, blow the smoke from the barrels and re-load ready for some more. The big bosses come out with some classic lines before letting the bullets fly; 'Me ready for pow wow' and 'You in heap big trouble' to name but two of the amusing remarks.

Two-player mode is where *Sunset Riders* really comes into its own. Whoever shoots the bosses the most is awarded the blood money at the end, perfect for agitating your partner if you keep on winning. Bonus rounds and the end of level scenarios break up the side-on blasting. At one point the boys head into a saloon to watch go-go dancers kick up a routine. *Sunset Riders* is every bit as enjoyable as the arcade machine; rib-tickling animation, pick-ups aplenty and gameplay that's irresistible. Go and do some fancy shootin'...

88%

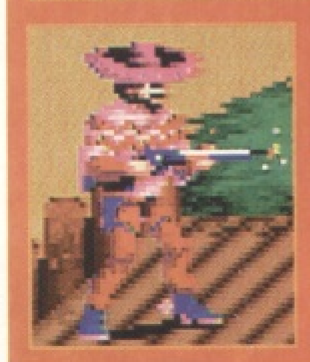
Simon Greedwell is the first wanted man to hunt, and after his demise the heroes gallop on horseback alongside a runaway train to catch up with Hawkeye Hank Hatfield. Then it's onward to confront Dark Horse (and his dark horse) and the Smith Brothers, a bomb squad with a passion for explosives.

When facing a boss, the computer monitors how many hits a player delivers, and the one with the higher percentage wins big bucks, giving two-player action a competitive edge. If you don't want your buddy to get all the booty, get in with your six shooter (more of an infinite shooter) and fill the dirty dogs full of holes.

Every few levels a bonus round is played where the gunslingers get a first person perspective view with bandits popping up from behind crates and out of windows. Hit the joypad direction in the corresponding position of the villains and when they're shot points are awarded. No energy is lost during this as it's only a bonus round, but the more points amassed the better the chances of earning an extra life. Were you born to ride off into the Sunset or do you think your lily-liver may get scorched?

CORMANO





Although slow, the macho mexican's double rifles fire huge scatters of bullets and his skin is as thick as his poncho. Watch the tequila though!

THE BAD, THE BAD AND THE UGLY

They're nasty, mean and usually insane, the end-of-level bosses don't give up without a fight. Here's a run down of each one...



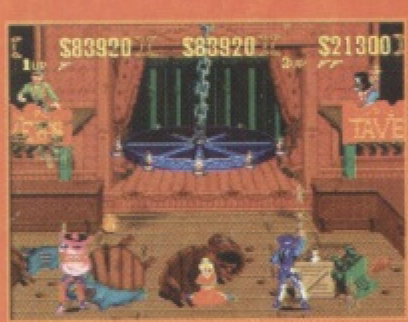
Simon Greedwell protects his cash with a rifle.



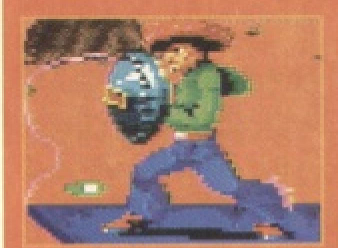
Hank Hatfield an acrobatic gunslinger.



Dark Horse has an armour-plated steed.



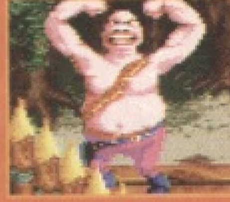
The Smith Bros. hang out in this beat-up saloon.



El Greco whips up a storm on the train.



Chief Scalp 'em is a red hot shot.



Paco Loco is a crazy mexican bandito.



The final challenge. Sir Richard Rose awaits on his balcony.

Final analysis



"A simple game amplified by the great characters and flawless two-player option. Unmissable."



"Brilliant Wild West blasting action. Very playable and features excellent consmetics."



"I was right! A veritable blast-'em-up classic! Great graphics and hilarious sampled speech."

Final day score

Simon — Finished on normal

0000636768



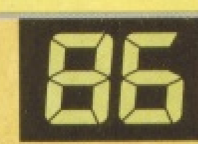
Instantly addictive, *Sunset Riders* gallops in at number two and is only fended off by *Ghouls and Ghosts* due to its extra lastability.

Sound


85

An excellent soundtrack helps liven the action up. Technically, the speech is average but hilarious.

Graphics


86

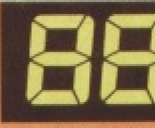
Perfectly recreate the colourful and interesting look, but can be repetitive. Animation is top notch.

Playability


90

Instantly playable and great fun. After a week of extensive play, things do get a tad repetitive.

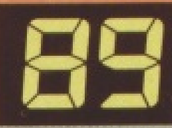
Lastability


88

A stiff challenge, even for coin-op veterans. Variable lives and credits give extra lastability.

Force factor

A fun and challenging variation on the traditional shoot-'em-up ideal for anyone who enjoys a good laugh.


89

Mega lo



Adventure

Producer..........Imagineer
Supplier..........Anco

Price..........
Status..........Official UK release

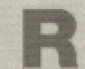
Players..........1
Lives..........
Continues..........Infinite
Extras..........Password system

What the makers say...

Play the ultimate game for the power crazed. Can you make it to the Mother of All Battles and ensure eternal power for yourself.

■ Imagineer

Controls

	Show help window
	Selects commands
	Show help window
	Set game mode
 L	Command window
 R	Command window

First impression



"Looks daunting to a newcomer, though it's relatively easy to pick up."



The SNES is short on strategy games and this looks to be the game to fill the gap.



"Looks like a very faithful conversion of the Amiga classic."

First day score

Chris H — Third epoch

Politicians, school bullies, magazine editors — they've all got power. But ruling the world's real dictators' hanker.

SNES FORCE Recommended

The bi-planes fly over the chosen area until destroying their target or being destroyed themselves.

For intelligent life to survive (ie humans) someone has to be in charge. Without a dominant leader to dictate the terms, anarchy breaks out, ultimately leading to the race's demise. Gaining control is never easy as there are always several candidates running for the title of universal leader. In the world of *Mega lo Mania* the aspirants battle it out medieval style in a barbaric, 'no messing around' war to select the ultimate ruler. There are four power-hungry participants to choose from. Scarlet is a half human, half god female battling under the red banner. Dressed in green, Caesar is the Godfather of an alien Mafia. Oberon is a king who reigns under the yellow banner and Madcap, a back-stabbing dictator uses the colour blue to stake out his territory.



In the world of *Mega lo Mania* the aspirants battle it out medieval style in a barbaric, but no-messing-around war.

The universe is divided into epochs, individual systems with three islands in each. Only by conquering every island in every epoch can a megalomaniac win through.

Fantasy island

When beginning a new epoch each leader has an army consisting of varying numbers of men. Careful deployment of force is needed to survive — it's no use shoving the entire unit on one patch of land as there's nobody left to start on the remaining two. Once an island is selected, along with a number of men, a plot of land is chosen on which to start. The first task is to construct a castle in which your army can live, as being out in the open leaves forces vulnerable to attack. Building a fortress takes a few days depending on the amount of men building it. Once finished, you can invent weapons ready for fighting the enemy (who, don't forget, are preparing to fight you). Like building, inventing takes time and depends on the amount of men assigned to the task (the clock counting down the days to accomplishment can be speeded up should you get tired of waiting). Inventing also relies on the materials at hand, and later armaments cannot be built without particular elements gained by mining.

Men of war

The battle's result is determined by the relative strength of your troops compared to the strength of the ▶



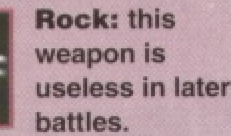
The opposing side can be spied on by clicking on the relevant part of the map.

MEGA MALICE

Each of the weapons has a special purpose. Use them correctly for maximum effect.



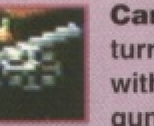
Spear: effective against uncultured teams.



Rock: this weapon is useless in later battles.



Catapult: primitive but extremely effective.



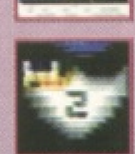
Cannon: blow turrets to bits with this big gun.



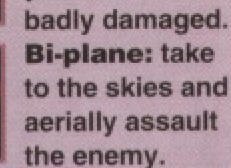
Bow and Arrow: turns standard men into Hawkeyes.



Defence arrows: place by the castle for security.



Shield: a vital icon to rebuild your castle if badly damaged.



Bi-plane: take to the skies and aerially assault the enemy.

Mania

MEGA LO MANIACS

There are four tyrannical dictators to choose from. The planet's destiny lies in their hands...



Caesar: this musclebound warrior fights under the green flag. Don't let his hilarious accent fool you though, getting stabbed in the back by this dictator is all too common.



Madcap: totally off his head and vicious with it, Madcap doesn't give a damn for anything except being in control. Battling in blue, Madcap's armies grow big — fast.



Oberon: a camp king who stamps over everything and everybody. Creates big armies in little time and refuses to join forces with any side once power is his.



Scarlet: a ravenous goddess who goes to any lengths to rule the universe. Treachery is second nature, victory is all — under her heel all shall fall.

The first task when on barren soil is to build a castle for a HQ to work from.

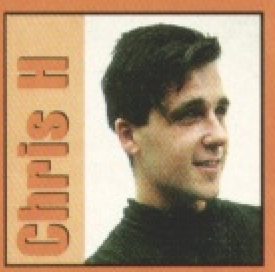


The menu reveals how many days it takes to build, this can be speeded up via the clock.



The next step is to prepare for battle. Don't forget to slow the clock back down to normal.

'Mega high mania'



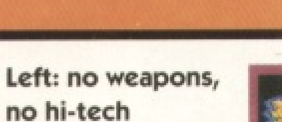
Oh, damnation shall befall those who play God — apparently. I'd leap at the chance to be in control of the universe, I don't think it's much to ask for — laying down the laws, getting a few wars going, abolishing programmes with Jeremy Beadle — I'd be the ultimate martyr.

Perhaps it's the sight of seeing small armoured sprites throwing spears and rocks at each other, the hilarious speech samples, or the massive size of the game, I'm not entirely sure but *Mega lo Mania* is incredibly addictive. 'God games' have always had a limited life span, usually because the idea gets wrinkled after the first impressions have worn off, but for some reason this offers that little bit more. Churning out an army brandishing huge cannons and watching them callously gun down opposing peasant soldiers is heartlessly brilliant.

Keeping up with the pace of the game is difficult later on due to its frenzied pace — no bad thing, as it adds an injection of 'do or die', as if those pathetic sprites really are depending on your actions. Do you spend days constructing complex machinery or risk deploying your army without weapons? Decisions, decisions.

Controlling the game is at first perturbing but the buttons and their relevance soon become second nature with you flicking between islands and violent confrontations. I

f I despise strategy games and anything remotely like *Populous*, this has to be good, right? Well, it's better than good and I bet those patient enough to get into it will never look back.





Above: forget the bi-planes, UFOs are the meanest machines to reap havoc with.



Right: with only a few archers to speak of, you grudgingly set forth to get slaughtered.



Left: no weapons, no hi-tech gadgetry just bare knuckles to give the enemy what for.

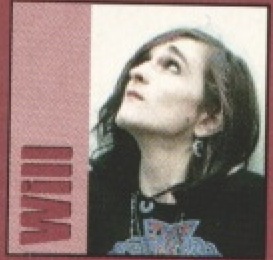


Right: a lone plane sails across the horizon and completely totals the area with bombs.



The more you mine, the better items you can invent. Battle craft range from ancient catapults to fighter aircraft.

'Ooh, very well then!



Megalomania *n.*: A desire for, delusions of grandeur, power etc.

Make no bones about it — *Mega lo Mania*'s an excellent strategy cart in its own right, but thank heavens the original Amiga voice samples are included, giving an extra, amusing edge. Watch for the blond bloke with perfectly sculptured hair and a hilariously camp voice, ask him for a treaty and he curtly replies 'Ooh, very well then' — Julian Clary on the SNES. Classic!

Gambling is what it's all about, wagering your (to begin with) tiny empire on how many men needed to conquer each island depending on its layout. Every move from there onward is a guess as to the bare minimum number of subjects needed to get the job done. And what to do with the rest — plunder the earth for vital weapon-making materials, invent new weapons, or build another castle to retreat to should the worst occur? One of the best features is the way wrong decisions are punished by how badly you misjudged — repairing your fortress with a few less men than is comfortable is a strain but still possible.

A vexing puzzle indeed, but *Mega lo Mania* without the spot-on presentation, clear graphics and humourous sound would be like a Rubik's cube with a couple of squares missing. These added attractions put the icing on *Mega lo Mania*'s cake, making a strategy offering to rival all others.

84%

enemy — tackling a 40 strong army with 24 unarmed men is obviously suicidal. However, if your 24 all have weapons and the enemy fight bare-handed the odds are switched in your favour.

Islands are conquered once the other armies are destroyed, but if ranks are dwindling an alliance can be forged with one of the three other leaders. Succeed and the team you've joined forces with temporarily calls a truce, providing valuable time to lick your wounds. During the alliance you can't build on any land as it becomes neutral territory. The pact can be broken at any time, though you may not necessarily decide when (your supposed allies may suddenly barge onto your patch of land and wipe you out). Castles are modified by building defence systems, and as you advance in warfare so does your base, moving up a 'tech' level.

The islands vary in size per epoch but don't be deceived by small plots of land. You may need to mine a lot to get essential building/weapon materials, and it's during this time the enemy could strike — world domination has never been easy.



Each weapon requires specific materials and that's where mining comes in. Assign men to each mineral and get digging.



If your army is small compared to the enemy it's advisable to construct some form of defence.



By inventing defence weapons, guards can be armed and placed atop the battlements.



With a fortified castle the armies are in for a surprise if they tread on your turf.



With enforced WW2 houses and shelters it'll take a nuclear bomb to shift this.



Waiting for the enemy gets boring so with an a mass of cannons, archers and planes start the assault.

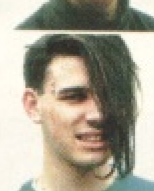
Final analysis



"Not really my type of thing at all, though it's an excellent strategy game."



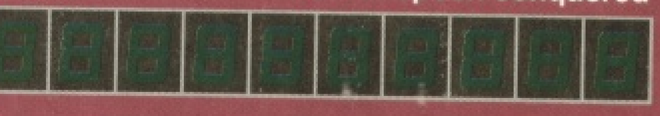
"Compelling and inexplicably huge. After seeing gangs of sprites kill each other you'll be hooked."



"When you get the hang of the fiddly control method this is an engrossing and very playable game."

Final day score

Chris H — Fourth epoch conquered





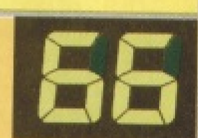
With hilarious characters and lots of options, *Mega lo Mania*'s lastability propels it upward.

Sound



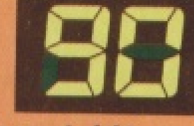
The main tune is unlistenable but the speech and other samples are a work of genius.

Graphics



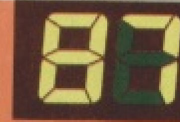
Nowhere near technically astounding, but always functional and crystal clear with neat icons.

Playability



The potential for devious tactics is apparent right from the first game, gets as complicated as chess.

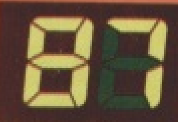
Lastability

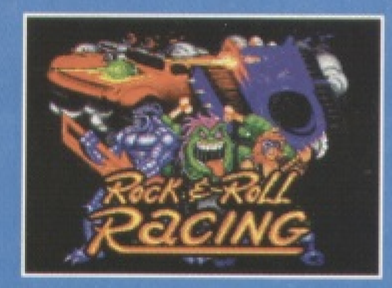


With 24 epochs ranging from the stone-age to the 20th century this should keep you scheming for ages.

Force factor

Brilliant strategy, lovely sound and user-friendly controls. Sim City better watch out.





Sports

Producer .... *Interplay*
Supplier .... *Interplay*

Price .... *TBA*
Status .... *Official UK release*

Players *2*
Lives .... *Infinite*
Continues .... *Infinite*
Extras .... *Password system*

What the makers say...

Head out for the highway in the rockiest race to hit the universe!
■ Interplay

Controls



(green button)	Lasers
(yellow button)	Accelerate
(purple button)	Nitro on certain cars
(orange button)	Lay mine
L	Turn left
R	Turn right

First impression


B-b-b-bad to the bone. Looks stunning and sounds even better.


What the blazes? I've never played, or heard, anything like it.


Viewed from a strange perspective but very playable and great fun.

First day score

Simon 4th planet

Rock & Roll Rac

SNES FORCE **Smash!**

Wheel spins, oil spillage, mines, lasers and edge of the seat excitement — all this and more feature in Interplay's latest offering...

Add a host of deadly weapons and vehicle soup-ups to the average car race, hold the races on alien planets and you get *Rock & Roll Racing*, a loud, brash and undeniably violent intergalactic chase.

You race around numerous circuits on six different planets. Each of the 3D tracks are viewed overhead, with four vehicles in each race. The winner, after a set number of laps, gains money and a points bonus, essential for planetary victory. At the start of each season (on a new planet) a point maximum is set which the driver must reach to qualify for the next planet. If they fail, that particular season has to be replayed. The game commences in the racing shop with two cars to choose from — the Commando or the Dirt Devil. These are respectable enough, but for the later races a sturdier vehicle is required. Vehicle upgrades can be made along the way — the ultimate battle machine being the Havac Hovermobile.

Battling is part of the fun and each car is fitted with seven rounds of laser shots, mines and jump boosts.

Open all hours

Upgrading your car or buying a new one costs money. Cash is awarded depending on your finishing position or freely picked-up by running over the dough dotted around each circuit. Extra weaponry can also be purchased to add to the circuit carnage. Battling while racing is all part of the fun and each car is fitted with seven rounds of laser shots, mines and jump boosts which are replenished with every completed lap. As you progress, the standard weapons are updated; the lasers become missiles, bearhug mines become scatterpack grenades (the last thing an opponent wants to run into) and the jump boost becomes a flaming turbo. Ripping around the course, blasting all and sundry and slamming into the protective barriers has a damaging effect on your craft — deleting one of four energy cells with each laser blast received or ground mine that's hit. If your energy gets too low, clouds of smoke stream from the ▶

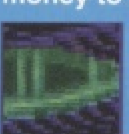
ESSENTIAL ICONS

If you want to survive the rock & roll lifestyle, you have to know what's what...


Mine: strewn across the circuits, run into these and you know about it.

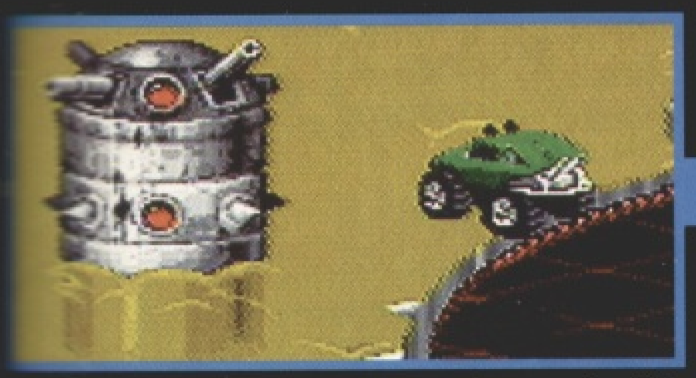

Armour: restores all energy lost and even adds an extra bit in some cases.


Money: if you want better equipment, you need the money to buy it.

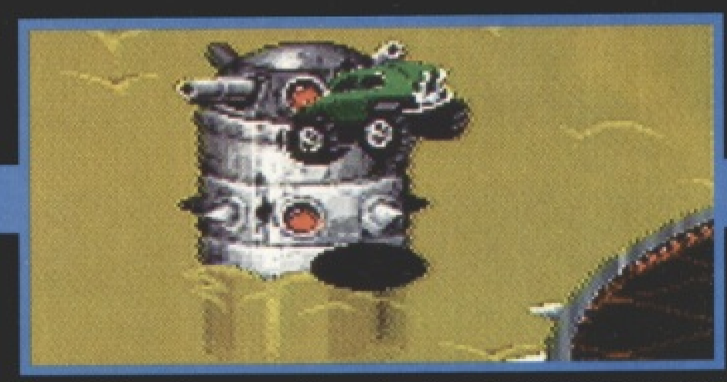

Spillage: be it toxic waste or just plain old oil, running over a patch of this causes a spin out.



Drive over money power-ups to collect... well, to collect cash to improve your automobile.



The circuits are mounted above the ground and it's not too hard to come off and hurtle to your death.



Big mistake. Once over the edge there's little you can do but think about your stupidity.



Flames sear out and metal is blown apart. Crashing loses time and regaining your position is tough.

ing



Should a vehicle get in your way, make them see smoke via your plasma guns.

BURN UP THE BLACKTOP

No Sunday drivers in this race — if you haven't got a turbo, you're not getting in...



Dirt Devil: one of the first cars you get to choose from, this robust hot rod is a good starter.



Commando: the second car in the first two to select from. Similar to the Devil in its performance.



Marauder: fast and stylish, this nippy sports car can go hell for leather when in the right hands.

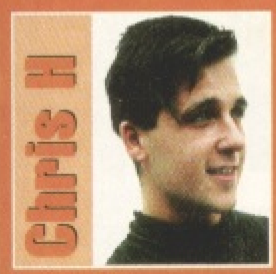


Battle Trak: powerful machine built like a tank — because it is one!




Havac: the ultimate craft to race in, the Havac is a hovercraft not to be messed with.

'Holy Toledo!'



Chris H

No matter what music people listen to, put on some rock classics and they'll tap their feet. I'd rather drive a mini than listen to Black Sabbath, but when the 'Paranoid' intro starts you can't help nodding along.

The music is only part of the appeal — the rest of the game is something else. Although the perspective looks strangely warped, you soon get accustomed to the angle of play, adjusting to each curve and turbo boosting the upcoming jumps.

Saving for extra equipment and striving to reach the required score adds loads of lastability — you find yourself racing hell for leather to come first, gaining a few more points to qualify. This frantic pace keeps you hooked from the starting line and is heightened by the sheer mayhem. I love the final machine — the Havac — with its scatterpack grenades. Leave a cluster of these on a circuit and watch a car run into them — pure devastation. Two-player mode is best, and although the split screen appears cramped, head-to-head is unbeatable. There's no limit to the duels that inevitably take place, especially in vs. mode where blowing the bonnets off everything else is the main aim. It's all very gung-ho but who cares? The commentator certainly doesn't and his clichéd comments only egg you on. Quite simply, *Rock & Roll Racing* is the best head-to-head racer to date, transforming pacifist folk musicians into raging engine freaks — cool!

90%



Scatter grenades are brilliant for damaging your opponent. They expand and explode taking nearby cars with them.

HOTSHOT HEROES

The six rolling stones to choose from. Do you want to be Brad from Neighbours... or not?



Snake Sanders: Terra
Speed +1
Acceleration +1



Ivanzypher: Fleagull
Jumping +1
Top speed +1



Cyberhawk: Serpentis
Jumping +1
Acceleration +1



Tarquinn: Aurora
Top speed +1
Cornering +1



Katarina: Panteros V
Jumping +1
Cornering +1

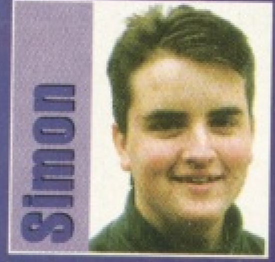


Jake: Xeno Prim
Acceleration +1
Cornering +1



The tank is equipped with vicious missiles — better than the lasers and a lot more harmful.

'CD quality sound'



On first sight, *Rock & Roll Racing*'s perspective seems very awkward, and you find yourself bumping into corners and being blasted all the time. However, take a little time to get used to the weird view, and you realise that this is actually one hell of a good racing game.

The graphics are excellent, with very smooth scrolling and animation. The sound is simply amazing! Each race is accompanied by a stunning soundtrack, and a voice commenting on the action — there are fifteen brilliant samples, adding loads of atmosphere to the proceedings.

Rock & Roll Racing's main fault is that, underneath all the quality sound and graphics, it's still very similar to the ageing arcade conversion *Super Sprint*, and the old problem arises here: if you only manage a third or fourth in the first couple of races, you can't buy new parts so you get left behind by the rest of the field and... it's a vicious circle which proves very difficult to break, particularly in two-player mode.

Despite this — and that in two-player mode the screen is very squashed — *Rock & Roll Racing* is an excellent game with superb sound and speech samples. This is a tough challenge for even the most hardened boy racers, so get your motor running and check out *Rock & Roll Racing* today — you won't be disappointed!

91%

vehicle and it's time to pick up some additional armour found on the track.

Take the high road

The tracks are several storeys above the ground and it's very easy to fly over the edge. This doesn't forfeit the game but valuable seconds are lost while you're put back on course.

To encourage your performance, Larry 'Supermouth' Huffman comments throughout the race. In addition to the speech there's a rock soundtrack, including Steppenwolf's 'Born To Be Wild', and 'Paranoid' by Black Sabbath.

Rock & Roll Racing features a split-screen two-player option and racers don't necessarily have to compete in a regular season; the vs. mode allows player(s) to choose which planet they want to compete in, acting as a practice session. There's no money awarded or extras to be bought but there's still one option open — using the weaponry! There can be only one champion, so get your motor running.



This is where you are striving to get to: Inferno, with the most dangerous racing courses in the entire universe.

THE BUSINESS!

Upgrades can be bought from the equipment stage to improve racing performance. Here are the ultimate add-ons.



Atlas Power Boss: install this engine and there's no stopping you.

Atlas Power Plate: sturdy armour that protects from hideous crashes.



Atlas Powerclaws: grip with tyres that make Pirelli look like paella.



VK Plasma Rifle: a perfect cannon for pelting out shots of laser.



Locust Jump Jets: turbo boosts to put you back into the race if you're behind.



Slipsauce: fuel injection? Pah! Try this juice to really get you going.



More spikes mean better stunts. Regaining control after hitting these is very difficult.



The purple surroundings are fitting to this alien planet. Get rolling and turn up the rock.



Jumping over the track often helps get over stubborn obstacles.

Final analysis



"An unbelievable racing game with a great rock soundtrack. Hilarious, frantic yet subtly sentimental."



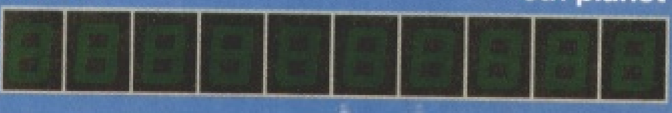
"Fun for a couple of days, but the appeal wore off after that — the driving's not precise, too tricky to corner well."



"Some of the best music I've ever heard, couple this with excellent graphics and you're onto a winner."

Final day score

Charlie — 5th planet





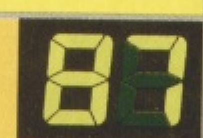
Despite an excellent soundtrack, *R+R Racing* just can't match the *Mario Kart* in terms of playability. Still a great game though.

Sound



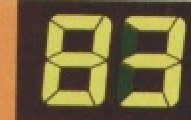
Classic rock tracks, explosive effects and brilliant speech add electric to the air.

Graphics



A weird perspective that takes a lot of getting used to but the vehicles are neat and fast.

Playability



In no time at all you'll be pulling handbrake turns and careering all over the place.

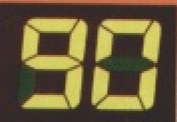
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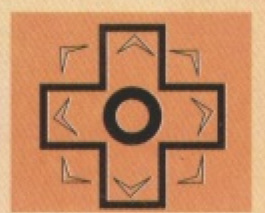


Solo players won't be playing forever but those with friends can expect hours of raucous entertainment.

Force factor

It's an idea that's been tweaked in all the right places. Resisting 'just one more go' is very hard.





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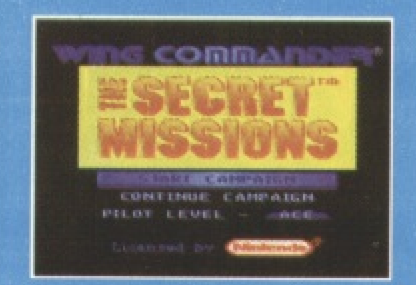
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Strategy

Producer........Mindscape
Supplier........Mindscape

Price........£49.99
Status......Official UK Release

Players........1
Lives........1
Continues........0
Extras......Password Settings

What the makers say...

Get *Wing Commander 2* and kick some Kilrathi butt — if you don't we'll kick yours!

■ James Morris

Controls

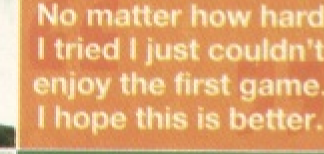


(green button)	Fire Extra Weapon
(yellow button)	Fire Lasers
(purple button)	Show Star Chart
(orange button)	Nothing
L	Change Left Screen
R	Change Right Screen

First impression



Looks exactly the same as the first game with a different plot!



No matter how hard I tried I just couldn't enjoy the first game. I hope this is better.



Kilrathi scum! Doesn't look any different from the first game.

First day score

Simon Kilrathi killed

28

Wing Commander

The Secr

Space — the future. Man conquered this final frontier and set up the Confederation of planets. Then the Kilrathi turned up...

The Kilrathi are an ugly bunch. Giant aliens, tiger-like in appearance, they are a war and power-hungry species. Soon a full scale battle is under way. After spending many hard years at training college and earning the right to pilot a space fighter, you're now posted to the Tiger's Claw space station, a frontier base where the cream of all pilots hang out.

The Confederation finally has the evil Empire on the run — the key Vega sector has fallen, and the Kilrathi are fleeing from the Confederation's Terran fleet. They've abandoned all planets in the sector, except one — Warhammer XII, the Kilrathi Empire's weapons development planet. This giant orange world holds the secret to their entire weapons silo and hides a sinister new machine of destruction, the Graviton weapon.

Flight is viewed from the cockpit, with controls below the 'windscreen' displaying various stats.

An officer...

This devastating new machine of destruction creates a small explosion and increases a planet's gravitational field by 137 times, crushing everything. The Kilrathi plan to use it on Warhammer XII to cover their tracks and trap the Confederation on another planet. Unfortunately, you don't know this, and the Tiger's Claw sends you into deep space toward certain death.



Using the radio to send insulting messages to enemy pilots always provokes a response — but they're terribly polite!

This sequel is a remixed version of the original *Wing Commander* with new missions and pilots, yet still retaining the compulsive elements of the first game. Still available is the officers' club, where four options are available. There's the arcade machine where you can fly training missions, the barman who likes a chat now and again, a list of pilots, missions flown and kills, and two pilots at a table. These top guns are useful, sharing any recent gossip.

From here it's straight to the briefing room where you receive news of the mission in hand. In battle mode, flight is viewed from the cockpit, with controls below the 'windscreen' displaying various stats — damage, weapons display, shield level, fuel, radio to your gunner and the navigation computer.

The Kilrathi have several models of ship ranging from slow with weak firepower to speedy and deadly, although their real ace pilots aren't encountered until the very late levels. The 16 missions come in groups of two, with a destination for each indicated by a white cross somewhere among the stars which you ▶



Another succesful sortie as one Kilrathi's hopes of conquest go up in flames with just one shot from a well aimed missile.



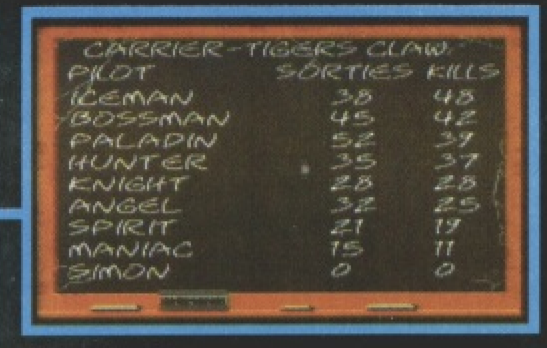
It's tempting to blast anything in sight, but here it's not a good idea — the ship on the left is actually your base!

et Missions



Barman
The bar is the perfect place to catch up on the latest gossip. The wise old barman has lots of vital information.

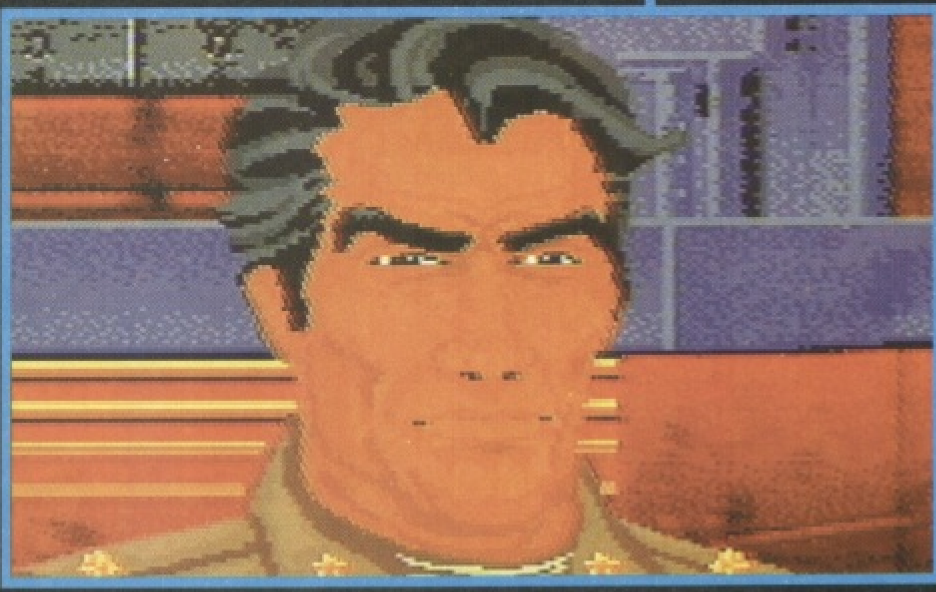




Pilot's Score
The blackboard lists the current top guns in terms of kills and sorties made. Ace pilots are honoured with medals.



Flight Sim
The training option allows you to perfect your flying skills against any enemy aircraft.

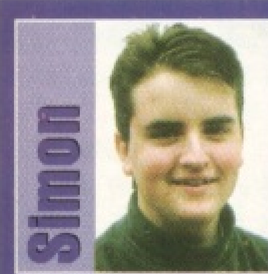




Bossman
This guy has a theory the Kilrathi have hijaked a space junket. Could he be right? There's only one way to find out…

Iceman
One of the top guns and an arch enemy of Bossman. He doesn't believe in his rival's theories.

'Wing Commander with a few extras'


Simon

While *Secret Missions* is as complex as the original — an aspect I didn't like — for some reason, the more I played it the more I enjoyed it.

The graphics are very similar to the original PC game — quite an accomplishment, as they were excellent. Mode 7 is used well to produce impressive scaling effects — particularly as the enemy fighters approach.

Sound is atmospheric in places, particularly when engaging the enemy, and really adds to the appeal.

For me, *Secret Missions*' main fault is its similarity to its predecessor. While there is a bundle of new objectives, the game style is practically identical. However, fans of the original can rejoice at the upgrade of this proven, popular formula. The controls are difficult to get to grips with, as it is basically a PC conversion and has loads of controls squeezed on to the SNES's six-button pad. This all gets a bit hectic in the heat of the battle and can be annoying.

Having said this, *Secret Missions* is a faithful addition to a popular genre. If you were a real fan of the original or have never played it, then it is a very rewarding game which makes a refreshing change from the usual shoot-'em-ups seen on the SNES.

79%

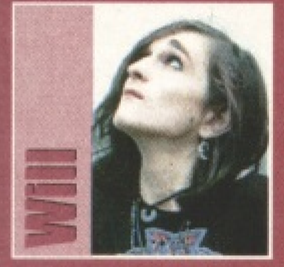




Above: pulling back on the joypad sends the craft lurching up into the sky. The warp feature allows you to miss out quiet sections.

Left: the training sime gives rookie pilot a chance to get to grips with the controls.

'A remix with little improvement'



I love spaceships and aliens and science fiction stuff, so how come *Wing Commander* doesn't excite me vastly?

I doubt it's the graphics, which are never brilliant but always functional, they even have some amusing quirks here and there. The pilot's hand moving according to your moves is cool, and the scaling on the approaching Kilrathi is pretty smooth. It certainly wasn't the sound that didn't impress — the tunes are one of the best features and the sound effects are passable.

It wasn't the options either — they're well laid out and easy to understand. So what was it, that niggling little thing which stopped this being brilliant? Not graphics, sound, options or strategy, hmm — that leaves... the action! Yup, it was the action.

I find it all too technical, not in the good sense of the word — like learning all the options in your favourite RPG — but games which rely on strategy *and* arcade skills when the arcade sections are poorly executed. As a result, they just can't cut it if you need a decent amount of arcade thrills to keep you going.

I don't mean that *Secret Missions* is awful, just that most of today's (wasted) youth may feel the action scenes have been neglected in the gameplay department. *Secret Missions* is a decent strategy game, but a below standard flight sim/shoot-'em-up.

78%

head for after dispatching all enemy craft in the sector. In quiet sectors there is an option to warp to the next destination.

... and a gentleman

Combat can be erratic and frenzied for amateurs, but advanced pilots can make full use of their wingperson and radio messages to gain the edge over the enemy.

All that's left to do is pick up the local gossip, grab some kip, get briefed and take off. And as you're sure to find out, watching the 21-gun salute on your own funeral sequence is just *so* moving.



Prepare for take off as another fighter blasts into the launch sequence.



Rise please, as 2nd Lt Simon is presented with the silver star, for outstanding bravery.



The manly chest of 2nd Lt Simon, puffed out proudly to show off his medal, a credit to the Tiger's Claw.



This is the commanding officer as he congratulates you on a successful mission. Thankyou, 'Major Tim.'

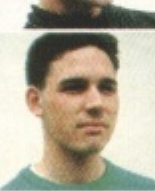
Final analysis



"*Wing Commander* was really cool at the time, but with hardly any changes this hasn't aged too well."



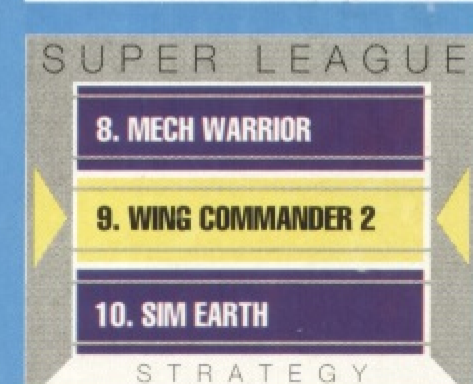
"Alas, the presentation is splenderous along with the graphics but ultimately drab gameplay — pity."



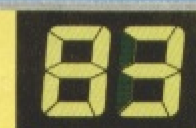
"The new story improves player involvement, making the game far better — I liked it!"

Final day score

Simon — Kilrathi killed: 85



Easily better than the orginal but needs something extra special if it intends to compete against the rest.

Sound


83

Very atmospheric in places with an upbeat soundtrack and a variety of moody sound FX.

Graphics

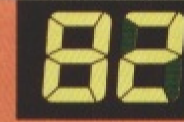

84

Excellent Mode 7, with good scaling effects, but the in-mess stills are a letdown.

Playability


75

The controls are a little complex at first, but before long you're dogfighting with the best.

Lastability


82

Real adrenaline-pumping action once you get going. However, once completed, you won't be rushing back.

Force factor

The second installment of this interstellar blaster should keep fans Kilrathi blasting for light years.



81

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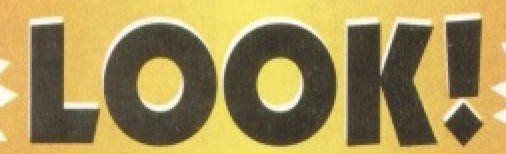
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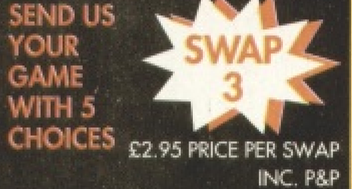
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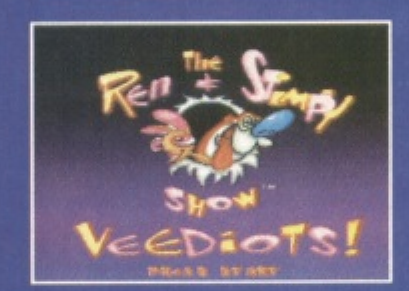


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Platform

Producer .... T•HQ
Supplier .... T•HQ

Price £49.99
Status .... UK Release

Players 1
Lives 3
Continues .... Infinite
Extras .... None

What the makers say...

Ren and Stimpy have become cult favourites in their cartoon blockbuster, now they bring their own brand of craziness to *Veediots!*
■ T•HQ

Controls



Green	Slap
Yellow	Jump
Blue	Grab
Red	Jump
L	Nothing
R	Nothing

First impression


A strange one with wacky humour and cartoon graphics — totally spaced out!


Has a definite mood to the graphics and an array of crazy enemies.


What twisted animator created these two? Looks really weird.

First day score

Simon Army Camp

The Ren & Stimpy Show Veedio

Ren and Stimpy may not be particularly well known in the UK, but they're mega stars in America. Now the crazy duo have plans to make it big on the SNES...

Ren Hoëk is an asthma-hound Chihuahua, a clever, highly strung mutt who will stop at nothing to avoid work and have a good time. Stimpy is Ren's best friend and devoted follower, a cat of minimal intelligence who is a loyal (read gullible) friend to the intense Chihuahua.

Powdered Toastman is a surreal superhero with a couple of slices of toast for a head, but hey, he's on the good-guys' side.

Okay, man — listen carefully. The stars of the *Ren and Stimpy* show are getting pretty annoyed. They want freedom — fresh air, sunny skies and pizza delivery — but not only for themselves. Meet Muddy Mudskipper, the annoyingly sarcastic bad guy, and Powdered Toastman, a surreal superhero with a couple of slices of toast for a head, but hey, he's on the good-guys' side.

In order to free the crazy duo, you must guide them through four episodes of their show. In 'The Boy Who Cried Rat,' Stimpy's got himself a job as a mouse catcher, and to guarantee some business for the crestfallen cat, Ren dresses up as a mouse. Unfortunately Stimpy's gone too far and has laid mousetraps all around, and now waits for Ren armed with rat cages, stinky catfish oil and other assorted nasties. Ren's gotta get to the safety of his mousehole with only vases, pictures and logs to defend himself from the seriously stupid Stimpy. Mousehole? Perhaps not — how many mouseholes have you seen with slimy stuff falling from the ceiling, a soft spongy floor and teeth all over the place?

Full Metal Chihuahua

In episode two 'In The Army', guide Ren through three battlefields. Simple, but for the plunger sharpshooting guards, clockwork tanks, watermelon artillery shells and 'bee'52 bombers (groan!). Luckily, Powdered Toastman helps out with a powdered toast shield or helicopter 'beanie', and numerous grenades are lying around.

'Stimpy's Invention' is the product of a small and undernourished feline mind. After completing the first two adventures alone Ren's feeling depressed, so well-meaning Stimpy decides to build something which will make him happy again — oh joy! — the Happy Helmet™. The seven vital components must be eaten when uncovered ▶

REN HOEK

Ren Hoëk is an asthma-hound chihuahua who is a friend and mentor to the gullible cat named Stimpy. To Ren Hoëk, the world is a dangerous place full of frustrations and dog catchers. Although he knows hard work and brains will earn his success, he unfortunately hates to work and uses most of his brains keeping Stimpy out of trouble. Ren Hoëk takes on the personas which reveal his true soul. As Marlin Hoëk, Ren is a nature show host and an expert on natures strangest animals; as Commander Hoëk, he and Stimpy bravely explore outer space regions where no dog or cat has gone before; and as Robin Hoëk, he dons classic green tights and hat to prance throughout Sherwood Forest.

Whether disguised as a rat to get Stimpy a mouse cathing job or masquerading as a dalmatian to get work in the fire department, there's no mistaking Ren Hoëk's intense determination and high-strung personality!

REN HOËK'S RAMBLINGS

Check out the crazy chihuahua's fave sayings...

- 'You stupid Eediot!'
- 'You filthy worm!'
- 'You bloated sack of protoplasm!'
- 'You're one of the good ones man.'
- 'You filthy swine.'
- 'I will keeel you!'
- 'You sick little monkey.'
- 'It's not I who am crazy, it's I who am mad!'
- 'I know what you want. You coveteth my ice cream bar.'
- 'You eediot! He's just a cartoon character. He's not real! Not flesh and blood like we!" I'm telling you cartoons aren't real! They're...they're...they're puppets!'
- 'Don't you know cartoons will ruin your mind? Look what they've done to your brain!'

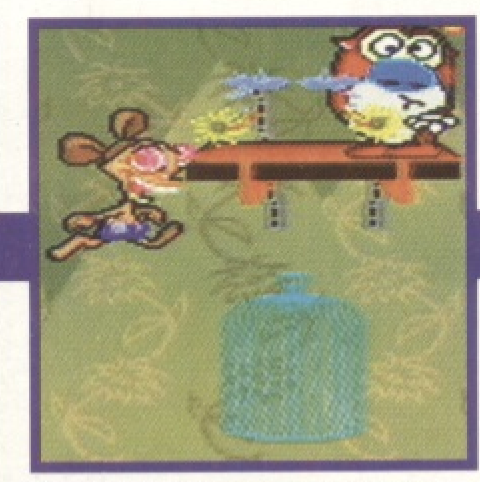
ts!



Stimpy doesn't slap foes like Ren, he gives 'em a big wet affectionate kiss, cat-style.



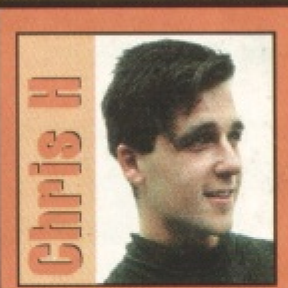
Stimpy's back to annoy his friend, but Ren and his glass vase have other ideas.



Stimpy goes for the kill, but Ren's pinpoint accuracy with breakable ornaments is not to be scoffed at.



With that stoopid cat out the way Ren makes of for the exit, beaming all the while.



As Ren leaps through the air he flashes them pearly-whites with a big cheesy grin at the screen.



This blowtorch is useful for melting away stubborn walls in the laboratory, but you gotta find it first.

'Like a scene from Pink Panther'

Chris H

My understanding of American culture must have slipped over recent years because I've never heard of this apparently famous duo. At first I couldn't figure out what the two were supposed to be — what looks like a plump dog is in fact a cat (Stimpy) and Ren, a Chihuahua, resembles a mangy rodent who's been on a pub crawl.

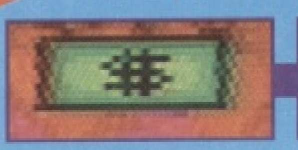
The whole game is a weird mish-mash of psychedelia and American T.V pap and looks like an early Pink Panther cartoon, the overall effect working incredibly well. Appropriate sound effects polish off the game with loud crashes, boinging springs and crazed samples. Ren's speech is unfathomable — every time he's hit, the dog apparently yells 'Stimpy' but to me it sounds more like 'Herpes'. A touch of the old 'It doesn't matter what it says it's just so crazy, man' I reckon.

Being bizarre, you can only ever expect the unexpected: Moose poke their heads out from behind trees, melons fall from the skies — the absurdity goes on. This could well become a love it or loath it game — the tinkling tunes will soon make up your mind which. I consider *Ren and Stimpy* to be a cart to play at your friend's house. Where you play it, enjoy it but be glad you haven't actually bought it. So that's my suggestion: talk your mates into buying it and you'll have a whale of a time.

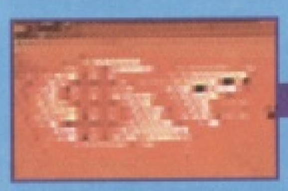
78%

DOGGY DELIGHTS

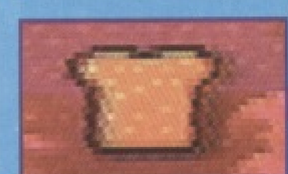
Scattered around each wacky level are an assortment of even weirder power-ups. Familairise yourself with each one — it could save your life...



Each note is worth 25¢, collect five bucks for an extra health point.



The pig money-box is released from the broken TV screen after you've slapped it, and holds a couple of notes.



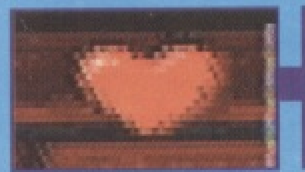
The powdered toast icon has been left by Powdered Toastman and provides a toast shield.



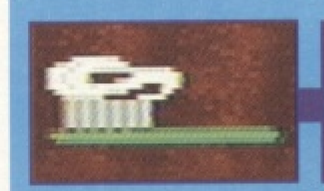




The sock and boot give you super-speed for few seconds, essential on the short-timered race level in Stimpy's mouth.



The heart grants full energy again, it's a real boon but usually hidden towards the end of a level.



The toothpaste is found in the Stimpy's-mouth level only, and provides an energy refill after the avalanche of teeth.

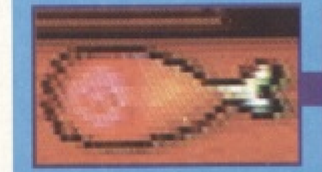
The helicopter 'beanie' attaches itself to your head and lets you fly for a few seconds. Powdered Toastman drops them, but you can also steal 'em from soldiers.







The superhero himself, Powdered Toastman appears at strategic points in the game to chuck you a toast shield or helicopter beanie.



The joint of meat replaces just one energy point, but who's gonna complain? It's better than nothing.

'You sick little monkey!'



Weird city — then again, what's wrong with that?

A few things actually: the graphics have their own definite style which doesn't push the machine to its limits, but *I* like it, although the tunes are painful to the ears after a few goes. They've made the only four levels horribly difficult — what's the point? This just infuriates and detracts from the good points (of which there are quite a few).

In its favour, *Veediots* has a ridiculous sense of humour which is intertwined with the gameplay, making the whole thing surreal and totally anarchic. Powdered Toastman and the Anatomically Correct Log, I ask you! Complementing the graphics are the cartoon spot FX — every time Ren takes a hit he whines 'Steeempy!' in a stupidly high voice, and the crashing of glassware all over the place.

Groovy visuals and strange spot FX do not maketh the game however, and *Veediots* has just enough about it to make the grade into 'pretty cool, really'. The clocks to swing on, Toastman and his helicopter 'beanies' and all the other little twists add some originality to what would otherwise be a standard cartoon license with nothing appealing beyond the laughs.

If you like your platformers too weird to think about for more than five minutes at one go, dreadfully difficult but wickedly funny then you'll enjoy Ren and Stimpy in *Veediots*.

79%



STIMPY

Stimpy is loyal, brave and gullible sidekick to the hot-tempered chihuahua, Ren Hoëk. Stimpy can act with authority and bravery, but he is most appreciated for his unabashed stupidity and good natured intentions.

He displays true valour as Cadet Stimpy, when he accompanies Ren Hoëk and Stimpy became the first Dog and Cat to pass through the treacherous black hole and live to tell the tale. In Fire Dogs, Stimpy uses his wisdom and cleverness and saves the day when he extinguishes the burning building with a sack of Gritty Kitty Litter. And, of course, the sensitive Stimpy can be found nursing Ren Hoëk back to health when he is sick.

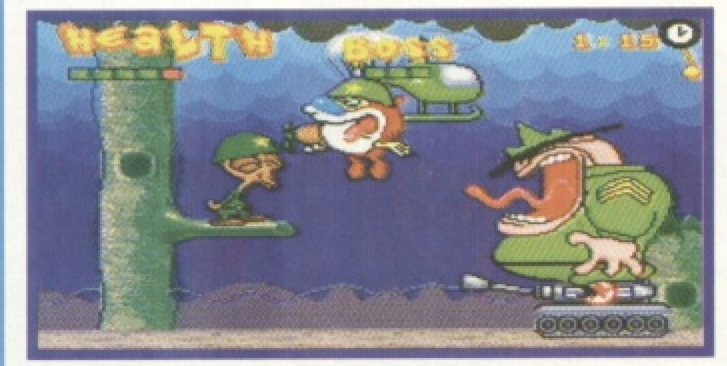
Stimpy truly believes in heroes and holidays. He never misses an episode of Muddy Mudskipper, believes in the customs of YAK Shaving Day and always has Stinky Wizzleteats' famous 'Happy Happy, Joy Joy' song ringing in his head.

from Stimpy's vast and bizarre laboratory, filled with vats of weird, bubbling chemicals, strange equipment and conveyer belts. Then find Ren and force the device on his head — won't he be grateful!

Lost in space

The fourth and final episode is called 'Marooned', where Space Cadet Stimpy has trustingly obeyed Commander Hoëk's orders and travelled 42 Kajillion miles into deep space (the orders followed the incident with the happy helmet). Stimpy's crash-landed on a hostile planet, and to make matters worse he's been swallowed by a giant alien. His new mission is to fight his way through the creature's digestive system, find its brain and destroy it.

Veediots sports some totally crazy characters (the two stars being almost normal in comparison) which illustrate the show's weird strain of humour to a tee. Learn to worship the Anatomically Correct Log, with logs for boys and logs for girls and even a log theme song, but watch out for space cabbages, man!



This angry general is the level two boss. He needs a few grenades to chew on before he lets you go.

STIMPY'S SAYINGS

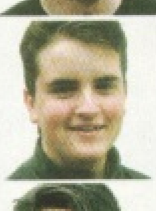
The funky feline has some great one-liners...

- 'Happy, Happy, Joy, Joy!'
- 'Oh, Reeennnn...!'
- 'My first material possession!'
- 'Oh please, please, please, please let me talk at the next house!'
- 'Why he's toasterific!'
- 'You're talking crazy, man.'
- 'Hey, maybe Ren is somewhere being sad. I will make him happy again!'
- 'Go ahead Ren, make fun. But you'll be sorry when all your teeth fall out!'

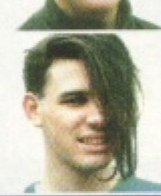
Final analysis



"Simple but fun to play. Puts off-the-wall cartoons into a completely different perspective."



"Not bad, but suffers from restrictive gameplay and is quite easy to complete."

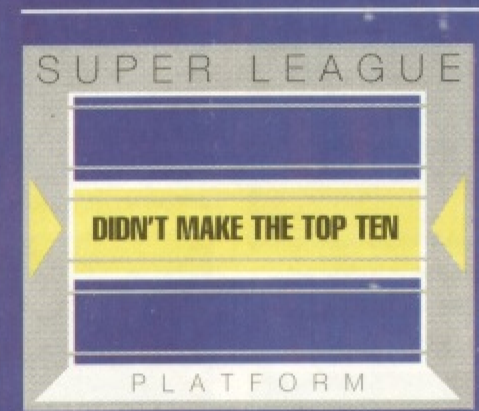


"Still totally wacky! Very enjoyable for the first few days but a bit too easy, though."

Final day score

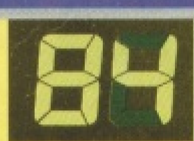
Chris H — Completed

FINISHED



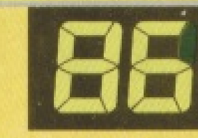
Very weird, and also funny at times, but easily completed. This absense of lasting gameplay spoils a potential top ten placment.

Sound



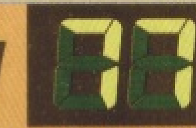
Good, yet muffled, samples and appropriate tunes conjure up atmosphere.

Graphics



Very strange but fitting to the game license. Just like a cartoon of yester-year.

Playability



Becomes quite tricky but the stupidity of it all is too absorbing to ignore.

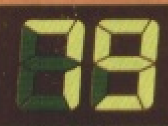
Lastability



One go and you'll love it, second go and you'll still love it. However by go number ten you'll have drifted off.

Force factor

Very appealing, but the low amount of lives and distant continue points don't complement the excellent presentation.





Adventure

Producer.......Elite
Supplier.......Elite

Price.......£54.99
Status.......Official UK release

Players.......1
Lives.......1
Continues.......None
Extras.......Save option

What the makers say...

"One of the biggest role playing games ever created, programmed on a 8MB cartridge and including battery back-up."

■ Elite

Controls

	Cancels any command
	Options menu
	Nothing
	Skip message
L	Rotate auto map
R	Rotate auto map

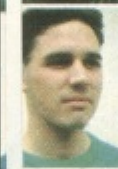
First impression



Nice 3D perspective, puts me in mind of *Bard's Tale* on the C64.



I'm not a big fan of fantasy RPGs but the 3D-style graphics look good.



Impressive range of options but the gameplay is a little slow to start.

First day score

Chris First quest

LEVEL 3

Might and

In the anarchic world of Cron, life and death are merely a sword's length apart. Forget *Dungeons and Dragons*, prepare for the ultimate fantasy role-playing experience...

Dark times have befallen the once fair land of Cron. The fields lie burning, the people are starving and stricken with fear. Out of the ashes of despair rise six fearless questors. Their aim is to find the fabled Orb and restore peace. This the background to *Might and Magic II*, one of a rare breed of hard-core fantasy role-playing games currently available for the SNES. PC owners are no doubt familiar with this second instalment in the award-winning series but for newcomers the idea is pretty straightforward.

The first step is to create a party of six of characters. Although there are already half a dozen ready-made travellers anxious to begin the quest, it's best to start from scratch so as to assemble a squad suited to the task at hand. All eight character types (known as classes) are built upon physical, intellectual and moral qualities measured in terms of scores in seven statistics ranging from 3 (lowest) to 21 (highest). Scores are determined randomly by rolling three seven-sided dice simulated by the computer.

Each party member begins with 200 gold pieces with which to buy weapons, armour and essentials.

Might measures strength and is the primary quality for knights. Sorcerers rely on high intellect to cast their spells. The majority of the party's fighting is done by a blood-hungry barbarian and endurance is a critical factor for their survival. Luck is the forté of robbers, while clerics — well-versed in the arts of healing magic — need a strong personality.



The best place to stock up on armour and weapons is the local Blacksmith shop. Make sure to check his special offers.

Intellect and accuracy are the prerequisites of archers, specialist fighters highly trained in the usage of missile weapons. Two of the most valuable assets to any party are Ninjas and Paladins. These specialists require above average scores in all statistics but are invaluable on any quest.

Next decide upon race (Human, Elf, Dwarf, Gnome or Half-Orc), alignment (good, neutral or evil), gender (male, female or Will!) and name for that personal touch.

Party time

With your troop of gallant heroes assembled, leave the security of Middlegate Inn and plunge headlong into untold danger and adventure. Each party member begins with 200 gold pieces with which to buy weapons, armour and other essentials from the stores scattered about the towns. Once kitted out, it's time to start looking for a fight. Each foe defeated earns experience points allowing characters to develop skills and treasure — vital for buying extra weapons and paying for tuition. Beside random encounters there are also a range of quests to undertake, so there's no chance of a quiet life.



After conquering an enemy there's fun to be had sharing the spoils of victory. Treasure chests contain valuable gems.



Some crafty creatures booby trap their chests though so detect magic and get the ninja to spring possible traps.

Magic II



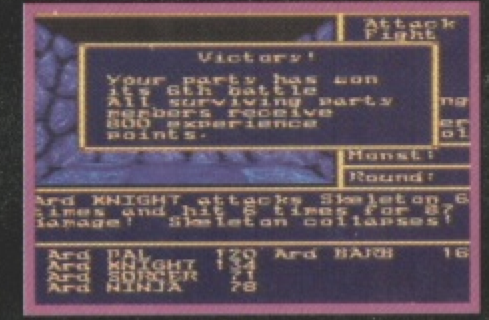
Left: in combat always place the knight early in the rounds.



If the party is weak, try bribing monsters with gems or weapons.



The main display window shows the monster the party is fighting.



Winning a battle is rewarded with valuable experience points.

Action is viewed in a two-thirds screen sized box from a simulated 3D perspective. Pop-up menus offer a choice of actions such as search, unlock or, more commonly, attack and a large text box displays on-screen messages.

Should you encounter any of the denizens of this dark underworld four options await. Running won't win you any courage points but may save your hide — for a few hours anyway! Hiding offers a chance the monsters may overlook the party, while offering a bribe may convince your assailants to spare you. By far the most invigorating option though is attack.

Combat is quick and easy to control. Simply choose the party member to launch the attack and decide which member of the opposition the offensive is to be aimed at — then sit back and wait for the damage report.

Be warned, this is no task for the faint hearted. With 16,000 locations to explore, 250 animated monsters to overcome, 96 spells to master and 250 weapons and collectables to find, it's going to be months before the quest is completed — thank Gralkor there's a battery back-up for saving progress!

So, as the pale light of dawn rises from the ashen wastelands, bid farewell to the jovial innkeeper and prepare to embark on the adventure of a lifetime. The fate of Cron depends on you...

A must for serious RPG fans'



Chris

An in-depth fantasy RPG adventure on the SNES? I can't think of anything more off-putting and it has to be said, that most games of this genre have fallen flat on their face. At first glance it seems *Might & Magic* is about to prove this theory. Give it a while to get going though and you're slowly but surely hooked by the sheer addictiveness and playability of this in-depth RPG.

There are a few slight problems. The graphics don't do much to spark the imagination, looking ragged and almost unfinished in places. Another niggle is when exploring the different sections the scenery looks the same making it easy to get lost even with an auto-mapping facility— more landmarks around the mazes would help navigation no end. Sound is kept to a minimum although 'musak' warbles inoffensively in the background as the party wanders around the towns.

However, the key factor in any bona fide RPG is playability and it's in this department *Might and Magic* excels. Combat is thrilling and easy to master. The spells (all thousands of them) are totally wicked — it's a real buzz to send a plague of swarming disease-ridden insects all over the enemy and watch them grovel for their lives. The inclusion of a disposition mode is an excellent touch allowing you to set the mood of your party from cautious to total psycho so there's no shortage of thrills.

This is a very brave attempt to bring an RPG adventure to the SNES and succeeds where the likes of *Drakkhen* have failed. Although it hasn't the instant playability to appeal to the bulk of mainstream gamers, for hard-core fantasy RPG fans looking for a more serious challenge than *Zelda*, this is a slice of heaven.

85%

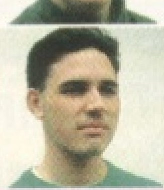
Final analysis



A big game with loads to explore, but falls behind a bit in the excitement stakes, one for dedicated adventurers.



Underneath the grimy layer of graphics propably lies something amazing but I'll be darned if I can find it.

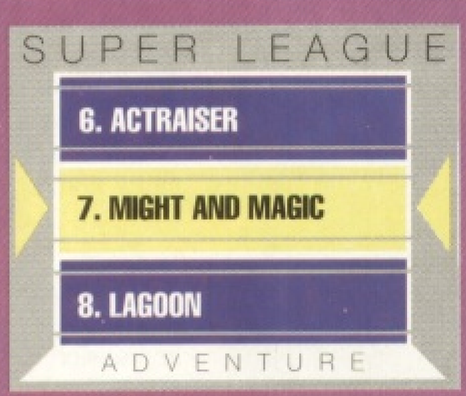


A whole new game, huge playing area and engrossing. Graphics and sound are a little weak though.

Final day score

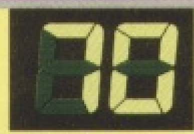
Chris — Third quest

LEVEL 5



While being mightier than the infuriating *Lagoon*, ultimately, *M+M*'s dated graphical style lets it down.

Sound



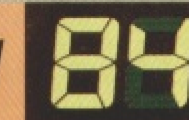
The odd thud on hitting a wall, a 'musak' soundtrack and a few weird effects but no speech.

Graphics



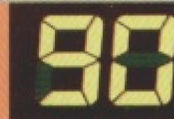
Simulated 3D perspective adds depth to the maze levels but can be confusing

Playability



Masses of options gives total control over the party. A little difficult to start but easy to master.

Lastability

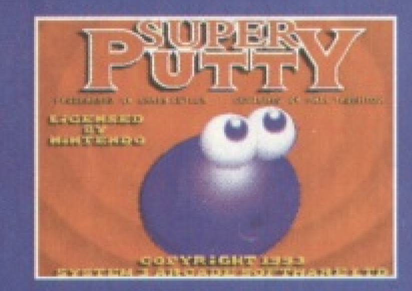


An absolutely huge adventure should keep even ardent adventurers battling for months.

Force factor

A hard-core fantasy adventure for RPG afficionados. Those preferring Zelda-style RPGs might be a little overawed.





Platform

Producer...System 3
Supplier...System 3

Price...£44.99
Status...Official UK release

Players...2
Lives...3
Continues...None
Extras...Training level

What the makers say...

Putty is one of nature's flexible friends and is guaranteed to s-t-r-e-t-c-h even the most jaded gamesplayer's imagination.

■ System 3

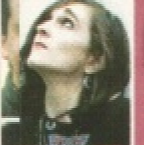
Controls



(green button)	Nothing
(yellow button)	Fire
(blue button)	Inflate
(red button)	Stretch
L	Nothing
R	Nothing

First impression


Voted most original game and it's not hard to see why — tough though!


Some of the most original and humorous graphical touches in ages!


Loads of colours, characters, and playability. Should do very well.

First day score

Simon: 60136 | World one

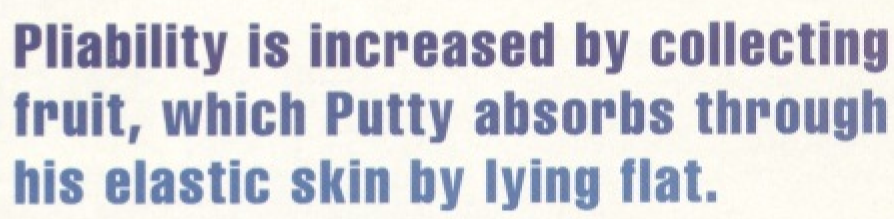
Super P

Bigger, badder and bouncier — that little blue ball is back and this time he means business.

SNES FORCE Recommended

Cast your mind back two months to SNES FORCE Issue Four. Life was going smoothly, thousands of game fans were sampling the delights of the *Super Mario All-Stars*, *Player Manager* and *Dennis* exclusives and then it struck. No-one knew where it came from or exactly how it happened, but happen it did. The event we all dread... the cursed administration cock-up.

Through some reason best explained by the supernatural, the *Super Putty* chips we received from System 3 were missing 16 levels. Now in order for you to get a proper impression of the finished game and to fulfil our obligation as the most dedicated Super Nintendo magazine money can buy, we simply had to show you all the cool new levels and give the game the a new overall rating. So here it is, the full unabridged version. Although the plot remains unchanged, for newcomers the story goes like this...


Pliability is increased by collecting fruit, which Putty absorbs through his elastic skin by lying flat.

Putty Moon is normally a quiet place but all that's changed now the dastardly Dazzeldaze has kidnapped the entire population and intends to turn them into bubblegum. Fortunately, the Puttians haven't quite met their sticky ends, as Putty, a heroic ball of blue gloop, sets about rescuing them.

Blue tack?

Being made of putty is very handy as the blue blob can alter his shape, size and mass at any time. He can stretch, inflate and even explode! Putty can also dish out a solid punch to hostile enemies or jump on their heads to seal their fate.

His very existence depends on a pliability meter which is reduced whenever he collides with an enemy. Should it reach zero, Putty sprouts wings and ascends to heaven. Pliability is increased by collecting fruit, which Putty absorbs through his elastic skin by lying flat on the ground. This also makes him invulnerable — and unable to move, so don't think you can complete the game that way.

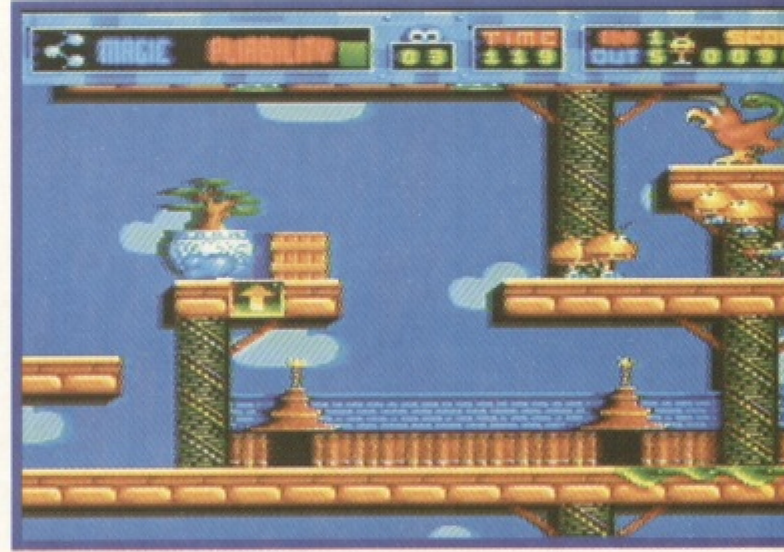
The aim of the game is straightforward. Rescue the residents by deactivating the defence robots that went haywire when Dazzledaze invaded. Each stage contains a set number of robots to be absorbed before being taken to a 'safe zone' for repair.

To make things tougher, there's an army of mutants out to foil Putty's rescue. These range from clockwork soldiers to anarchic animals clawing everything within paw's reach.

The further Putty gets, the more robots need collecting and the more warped enemies have to be overcome. With twenty mind-boggling levels to conquer, you need every ounce of pliability to make sure the little blue ball doesn't end up as putty in Dazzeldaze's hands. ■


Each screen is packed with baddies all after Putty, and this one is no exception.


Putty can inflate himself to three or four times his normal size, and he explodes he kills all of the on-screen baddies.


On the Japanese level, the giant chickens spell trouble. Their eggs hatch out mini sumo wrestlers which harm Putty.

Putty



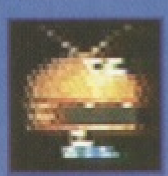
One of the later levels, and things are really tough! Dweezil makes things more difficult by harassing you in a space ship.



Dweezil the cat is in hot pursuit, and stops at nothing to put an end to the meddlings of the little blue blob!

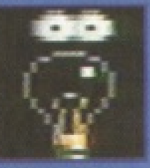
THE BLOB SQUAD

Each level is ful of baddies to watch out for...


Robots: rescue these and take them to the safety of the space ship.


Goblins: these creatures are usually found in groups. One punch kills them!


Red Blob: these jump along the platforms absorbing everything!


Light Bulbs: roam platforms. Usually found in groups or in pairs.

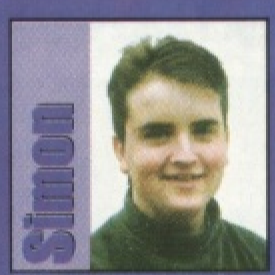

Space hopper Pigs: jump around. False teeth are needed to kill them.


Scouser Sausage: kill these cheeky pieces of meat with the teeth.


Spaceman: found on the early levels — a good punch is all that's needed.


Snot Goblins: can't be killed without the teeth — they attack by throwing snot!

'Extra levels add great challenge'



He's back! If you thought you'd seen all that *Super Putty* had to offer back in Issue 4 then I'm pleased to say you're mistaken. Due to a small mix-up between System 3 and our good selves, we actually reviewed a 'nearly finished' copy of *Super Putty*. This version had all the cosmetics of what was to be the finished game but lacked a massive sixteen extra levels!

If you remember the original review, the general consensus from the team was it was very original and tough — imagine the same again, but with even more levels, more things to discover, more enemies to kill and more robots to rescue — it's a frightening thought!

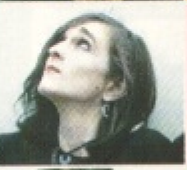
The graphics and sound haven't been altered, they're still excellent, although the new levels feature extra tunes and spot effects, enhancing the appeal. Playability has been tweaked for the better, but because it is such an innovative concept the controls seem strange to begin with, and this may put people expecting instant ease of use off. If this is the case, you'd be missing one of the most challenging and fun games of the year.

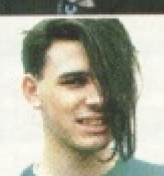
All in all, *Super Putty* is a much improved game and far more playable than before. Gameplay is still quite restrictive, but this is a minor problem. The extra levels mean even when you get to grips with the control method and stretching becomes second nature, there is still plenty to see and do. *Putty* is amazingly original, offering a long term challenge to anyone who gets to grips with the control method.

85%

Final analysis

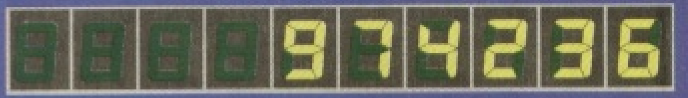

"Great graphics and a tough difficulty setting make this a real challenge — you'll enjoy every minute."

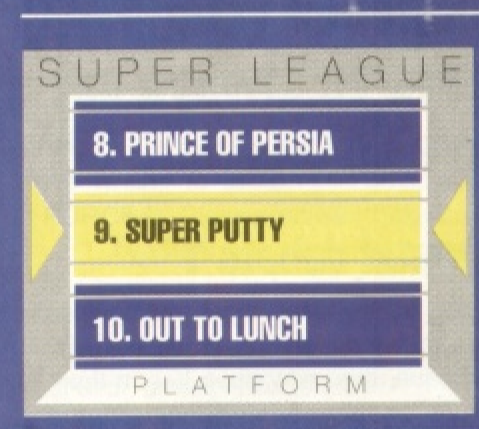

"Packed with crazy characters and it's so colourful, just a bit too hard for inexperienced gamers."


"A very stiff challenge, with all twenty levels this is tougher than old boots but lots of fun."

Final day score

Simon — Two worlds complete





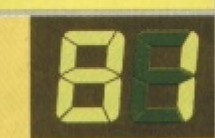
Better than *OTL, Putty* bounces in near the bottom of the league ladder but looks set to stretch a bit further.

Sound



The sound effects are great and the tunes help the 'jolly' proceedings on their way.

Graphics



Very colourful with many original features. Animation on the Putty sprite and level variation is excellent.

Playability



Certainly not instantly playable, but get used to the controls and gameplay is engrossing.

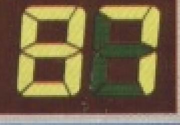
Lastability



Challenging without the extra 16 levels, add them and you have one of the most lastable games around.

Force factor

Revamped and stronger than ever. If you fancy a real test of your playing skills give Super Putty a go.



Special Delivery

Got something you want to get off your chest? Special Delivery is the perfect place to air your views. Whatever your question, we've always got time to give an answer.

The great rental debate 1

I read with great interest the letter about renting SNES games, and you answered saying it was 100% illegal. If that's the case, then why have I seen them for hire? The shop in question is a video/SNES/Sega shop in Portsmouth. I went in to buy a game — namely *Super Mario Kart* — only to be told sorry, NOT FOR SALE, HIRE ONLY, we get more money that way. Explain this please! Awaiting your reply,

■ **MJ Dorley, Portchester, Fareham.**

The great rental debate 2

Last month when I was reading your mag, I read a letter by a charts barbose asking if renting out SNES games is illegal. You gave the reply saying that in fact it is 100% illegal.

A few days later I wandered down to my local Ritz Video club to rent a video, then having done so I had a look around the shop. When I got to the new releases and the Sega games I noticed there were also about 20 SNES games for rental.

I would like to know if it definitely is illegal to rent out SNES games and if so would I be breaking the law if I rented one out.

One more question before I go. Which is best, *StarWing* or *Mortal Kombat*?

PS. Thanks for a great mag!

■ **David Forster, Newcastle Upon Tyne.**

Well David and MJ, thanks for your letters. Obviously there's a lot of confusion over this subject, so let's put the record straight once and for all. It *is* legal to rent carts produced by third party licensees who have given permission for their games to be rented — Accolade, THQ, and Electronic Arts are the only independent companies thus far to have given their approval.

However as Nintendo have not given, nor intend to give, permission for their games to be rented, it is completely illegal to hire games like *Super Mario Kart* or *Street Fighter II Turbo*. As to whether you would be breaking the law by renting one, while it is the proprietor of the store that is in the wrong by supplying the cart in the first place, you would still technically be breaking copyright laws.

The moral? Be careful when renting, and remember the only companies that have given permission are the ones mentioned above.

As for which is best out of *StarWing* and *Mortal Kombat*, it's a close call as they're both great games in two completely different genres. Assuming you like both beat- and shoot-'em-ups I'd say *Mortal Kombat* has the slight edge.

Chris R

A bit of fun

I have only recently bought a SNES and your magazine is certainly an excellent introduction to gaming.

The Mary Whitehouse article was just so infuriating. Young people enjoying themselves seems to trigger a mental short circuit in these moralistic campaigners, causing them to ignore facts and make unfounded statements in the media. How many times does Dominik Diamond have to go on current affairs programmes and say it's just people having fun?

■ **Paul Carden, Loughborough, Leics.**

I have to agree with you there, Paul, but as these self-appointed moral guardians *do* have the power to censor games *and* launch unwarranted attacks on one of the few growth industries left in a financially depressed global climate, we can only sit back, ride the storm and wait for them to focus their attentions on something else. Hang cool, brother…

jon

Assault and battery

I would just like to say what an excellent mag you have and keep up the good work. Anyway, to the point. I was flicking through the glossary of my *Sim City* booklet when I came upon the word 'save' and it read 'the battery in this game pak will run out in approximately five years'. Would it be possible to replace the battery by going to a maintenance place and asking them to replace the battery?

■ **Andrew Burchill, Leigh On Sea, Essex.**

Replacing the battery would mean taking the cart to pieces and only Nintendo and licensed developers have the proper tools to do this. You could probably have a go yourself but there's a chance you may do untold damage to the cart and this would definitely invalidate the warranty.

However, in five years time Andrew we'll probably all be playing on the new Nintendo 64-bit machine and your *Sim City* cart will be the furthest thing from your mind.

simon

The art of Kombat

First and foremost I would like to congratulate you on a superb magazine, I particularly liked the articles on *SF II Turbo* and *Mortal Kombat*, and the interviews are excellent. Could you answer these questions for me?

1. I came across an arcade game called *Art of Fighting* which is out on the Neo Geo. Will this game be coming out for the SNES as it is a good beat-em-up?

2. Are there any plans for releasing a pool or snooker game for the SNES? If so, when and how much will it cost?

3. Is there any chance of an *SFII* and *Mortal Kombat* poster in the following issues?

Once again well done on a great mag, and keep up the good work.

Yours faithfully

■ **Kenny Drummond, Stranraer, Scotland**

I agree Kenny, *Art Of Fighting* is an incredible game almost reason enough to go out and buy a Neo Geo. As yet there are no plans for a conversion due to the massive memory size of the cart though surely it's a only a matter of time before someone manages to programme a conversion. Any developments we'll let you know.

If you're a pool fan make sure you check out *Championship Pool* from Mindscape which wa a real hit in the office scoring a healthy 83% in Issue Five.



As for a poster… all I can say is keep your eyes glued to the shelves (or better still get a subscription before the prices go up) we're planning something pretty special for the coming months.

chris R



What sort of a name is Will? Are you a bloke or what? Wilmar...Yes, Wilhemer...Yes...Maybe, but Will? Get out of here!

Flicking through my mate's magazine, I thought that SNES was the noise someone made whilst sneezing. Although I am a dedicated PC games person and programmer (much to the annoyance of my friends), I do keep an open mind on subject concerning new technology and its applications either constructive (designing computers on-board missiles to blow things up) or to things such as *Tetris* on the Game Boy.

I do however have this problem with names. Perhaps if you told me about yourself, I wouldn't fall about in peals of laughter and bemusement every time I pick up your magazine.

For the record, I'm studying Computer Science at Cheltenham College and on holiday getting bored.

On a serious note however, there is an on-going discussion among my mates and I that the PC is a better machine out of the two (the two in question being a top-of-the-range PC and a SNES with all the current technology, i.e super FX chip?)

The point being I feel that you can produce a more in-depth game on a PC than on a SNES, after all there are no problems with memory or storage, sound is Castle Superior with the likes of Roland producing sound cards, a PC can also be used for a plethora of other applications as well (such as Graphics, Electronic Mail, Printing out stuff), and also the graphics capabilities of today's PC (albeit expensive) can almost be described as photo-realistic (Cyber Zone on the telly was produced by a 86 PC don't forget). Interfacing (sorry, a tacky term that) with the PC is a dream: a keyboard, a mouse, a joystick and even joypads (produced by a firm called Gravis). In short, I feel that the only thing that is letting the side down on the part of the PC is the development and programming teams aren't investing a the energy to produce games that would I feel quite literally blow a SNES's fuse.

I'm sorry if I'm causing you to have a hard day thinking of an answer but I would really like to know what you think about this. Of course, you could equally ignore my plea and go and do something less boring instead, like completing *Shadowrun*, or listening to some music — whatever you like to listen to.

What is it like being a games reviewer? Do you play every day in an office or are you the sort of person who stays up until the wee hours of the morning 'just trying to get that extra credit...' A bit like me really when I'm writing a program in C++ nightmare.

Thank you for your time, and I look forward to hearing from you.

Cheers

P.S. Is this the worst chat-up letter you've ever had, or what?

■ Christopher Bowen, Lanwit Major, South Glamorgan.

Christopher, I'll answer the serious questions first. The PC is a completely different machine from the SNES, a basic PC with all the stuff you'd need to get it up and running is gonna cost you what, around £850 for a Packard Bell 386SX with 85Meg hard drive and 2Mb RAM, along with MS DOS and Windows 3.1. This of course, doesn't count all the upgrades you've mentioned, like the sound card to bolster the standard PC's notoriously bad sound at about £200, something like a Super VGA Card or a Hercules maybe for a graphics card, new and faster motherboards to bring it up to a decent speed, you're looking at thousands of pounds here. A new SNES with one game goes for about £120, or £90 without game!

As for games, PC titles are around the same price as SNES carts. Okay, so the PC can run 'serious' software , but who buys a Super Nintendo to do their accounts on? I'd say the price difference was significant enough to back me up when I say you get what you pay for (either the best games-only machine available, or a different but still cool games machine which can do all sorts of other stuff too but at around twenty times the price). Happy with that?

I didn't ignore your plea, I already completed *Shadowrun* many times over (most of them due to the numerous tips calls I get), and I won't go into what music I listen to, and being a games reviewer? Contrary to popular belief most of it's not actually playing games, but I like it anyway.

And as for this being the worst chat-up letter I've ever had, yes it most certainly is. You're welcome to write such things to me, I'm difficult to offend, although I warn everyone in the male-dominated computer industry once again, I am a bloke! Anyway, I know Wales fairly well having previously lived there for some years, and I take no stick off someone from Llanwit Major!

will

Bigger and bladder

We think your mag is really good — even better than pig's bladder on toast. Seriously, we would like you to answer some questions for us, and there will be no mention of the CD Rom or secret codes to play the final bosses on *SFII*.

1.In issue two you printed a cheat for *TMNT IV* but there was no mention of when it should be used. Could you enlighten us?

2. We also feel very miffed that *Mortal Kombat* has been de-grossed — for instance, Sub-Zero no longer rips his opponents' spine out — instead he just freezes them and smashes them to pieces. Why?

3. Is *SFII Turbo* really 20 megs? How can this be true?

4. Is there any chance of getting Issue One as we missed it?

5. When is *Ranma 1/2 II* coming out?

6. In *SFII Turbo* why are the colours so drab?

7. Will you print the new endings to *SFII Turbo*?

8. Will there be any more *SFII* novels as we have two already and want more?

9. Who is the best character in *SFII Turbo* to play?

10. Has the big N got any plans for *Mario Kart 2*?

Well, thanks for your time

■ **Nelson Hoskins & Peter Adams**

1. According to the guy that sent the cheat in, just pause the action and enter the code. However, when we tried with an American cart on an American machine we couldn't get the code to work either. So if there's anybody out there who can help, please write in.

2. Nintendo reserve the right to decide what is and what isn't acceptable in a Nintendo video game. They prize themselves on their reputation as a company that provides good wholesome family entertainment and allegedly felt that the blood and gore *Mortal Kombat* jeopardised that image.

Nintendo haven't released an official statement declaring why the gore was taken out — nor has it been confirmed that a version with blood and gore was submitted to Nintendo for approval.

All in all it doesn't really matter if there's a bit of tomato sauce missing — it looks great, sounds amazing and plays like a dream.

3. Yes. *SFII Turbo* is 20 megs. How? It's a very big cart — hence the price

4. Issue One and all back issues can be ordered by ringing 051 357 1275

5. *Ranma 1/2 II* is currently available on Japanese import and the equally brilliant *Ranma 1/2* is officially released in December from Ocean.

6. They're not!

7. Your wish is our command. Tune in next month and we shall reveal all.

8. As you can see our novelist extraodinaire has been busy working on his latest masterpiece — Super Putty: The Novel. As soon as he recovers from exhaustion I'll ask him nicely if he'll write another *SFII* book.

9. Even though I hate him I have to admit that Simon Hill's hero, Ken, is the best all-round character. Sagat's still my favourite though!

10. We can't confirm for definite at the moment but the guys at Nintendo are up to something pretty massive at the moment. Interested? More news next month...

chris H

Gore-mless Kombat

I'm writing to to tell you what a great mag SNES FORCE is. Please answer these questions!

1. I've heard of the gore cheat for *Mortal Kombat*, is it available for the SNES?

2. If it is could you print it in the next issue?

3. Which game has best playability? *Bubsy The Bobcat*, or *NBA Basketball*?

4. Is it true there is a system that plays Mega Drive, SNES, and other consoles, if there is could you print the name of it?

Thanks guys!

■ **Neil Lovat, Gateshead**

P.S. Keep up the good work.

Thanks for the compliments Neil. Having spoken extensively to Acclaim, the producers of *Mortal Kombat*, they are at pains to point out while there is a gore code for the Mega Drive version, there is no such cheat for the SNES version. I guess that takes care of question two.



3. In my opinion *Bubsy* mas much more playability than the slightly lame *NBA Basketball*.
4. The system you are referring to sounds like one of the illegal devices currently doing the rounds in Japan and the Far East. Whatever it is, if you value your freedom you don't want one.

chris R

Put pen to paper and share your views, woes and queries with us at: Special Delivery, SNES FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW.

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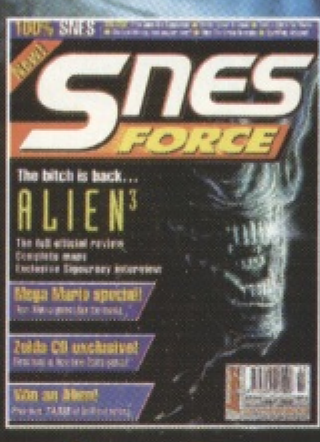
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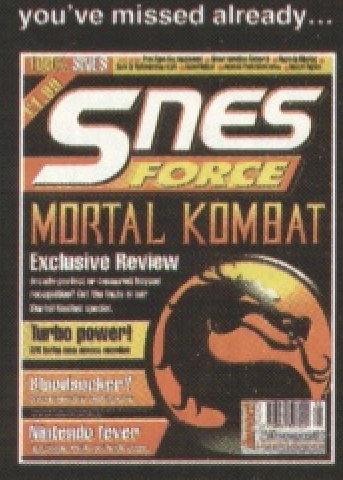
Issue One

Alien 3 special ● The Lost Vikings ● Taz ● Zelda solution part one ● Starwing tips



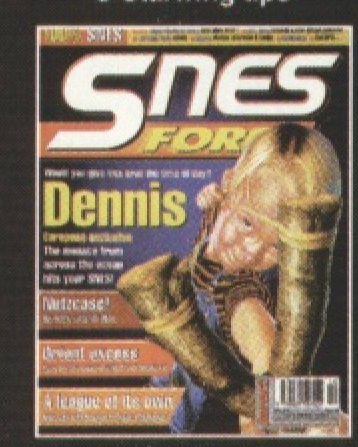
Issue Two

SFII Turbo ● Striker ● ShadowRun ● Zelda part 2 ● Super Star Wars guide



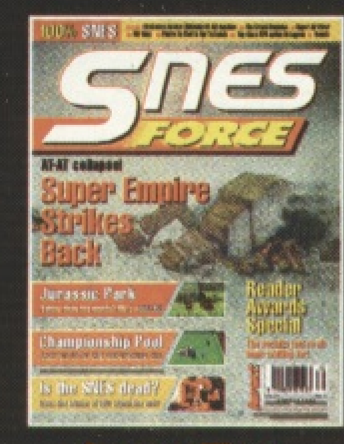
Issue Three

Mortal Kombat ● SFII Turbo special ● Zelda part 3



Issue Four

Dennis ● Mario All-Stars ● Player Manager ● SFII Turbo solution

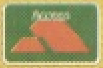


Issue Five

Super Empire Strikes Back ● Alien 3 guide ● SFII Turbo solution 2



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The Complete solution

This month's sees the concluding parts of our *SFII Turbo* and *Mortal Kombat* solutions, plus the latest tips on all your favourite games. Use the index below to help pinpoint your selection.

Index...

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Wipe the sweat from your palms and prepare for the third installment of the definitive Turbo guide...

BALROG



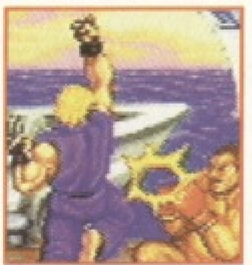
The huge American boxer is one tough fighter! He has some powerful moves, and all can be powered up while blocking. Using Balrog to his full potential is difficult, but his power moves make him a worthy warrior when you do.

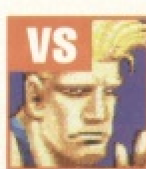


Never jump toward Ryu, because he Dragon Punches every time, and Balrog is slow in the air. Anticipate his next fireball, jump over it and strong punch before he blocks — timing is crucial. If Ryu misses with a Dragon Punch, nail him with a turning punch as he lands. Duck the Hurricane Kick and attack as he lands.

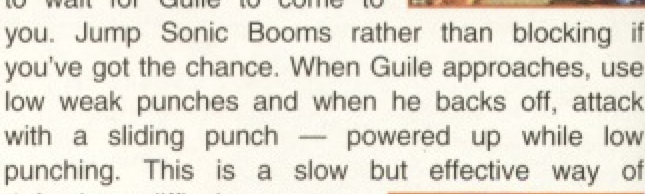


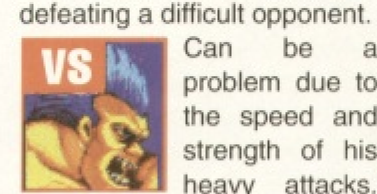
Similar to Ryu. The main difference is that Ken uses his special moves more, so counter with the moves detailed above. Because of the extra range on Ken's Dragon Punch, be more careful attacking after he misses a blow.





Guile is difficult to attack and makes few mistakes. Jumping toward him results in a Flash Kick, so only do it when he's stunned. The best tactic is to wait for Guile to come to you. Jump Sonic Booms rather than blocking if you've got the chance. When Guile approaches, use low weak punches and when he backs off, attack with a sliding punch — powered up while low punching. This is a slow but effective way of defeating a difficult opponent.

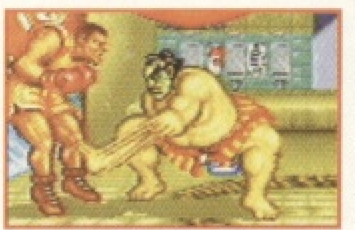




Can be a problem due to the speed and strength of his heavy attacks. Jumping towards Blanka is risky, as he instantly powers up the vertical Cannonball. Wait for Blanka to attack, and as he approaches attack with a jumping strong punch, a crouching strong punch followed by a turning punch. If Blanka goes for the horizontal Cannonball, block and before he can land and block, dashing uppercut him.



As long as you don't get cornered, this match isn't too tough. Use power punches to keep him at a safe distance, and use combinations to stun him. The tactic that works for fighting Blanka is equally as effective here. Wait for him to walk toward you, and just before he gets into striking range do a vertical jumping punch followed by a crouching punch and a dashing uppercut to finish, charged while crouch punching. This combo stuns him, so make the most of it.





Because Dhalsim jumps often but is slow in the air, there are plenty of chances to sliding punch as he lands, before he blocks. After teleporting, he's vulnerable for a few seconds as he re-appears so charge a turning punch in advance. Block the Yoga Drill or Spear as they both do great damage. As with the Teleport, he is stunned for a brief moment so make him pay with a turning punch.



SMALL TIPS

STREET FIGHTER II TURBO

To give yourself the advantage in a two-player battle, it's possible to turn off specific special moves of either player — such as Dragon Punches, Hurrican Kicks and Fireballs,

To execute this cheat, in two-player mode on the country select screen get pad two and key in [DOWN], [R], [UP], [L], [Y], [B], [X], [A]. A screen now scrolls from the right and you can toggle all the special moves for your chosen characters.

MORTAL KOMBAT

Action Replay codes

Infinite Time
7E012690 + 7E03S67S
Fight in slow motion
7E03B023
Player 1 fights as Reptile
7E02C101
Player 2 fights as Reptile
7E02C102

In the endurance match, if you inflict a flawless victory on the first opponent, kick the second character immediately as they jump onto the screen and they die automatically.

Wondering how to find the elusive Reptie? He's the guy in green who pops up to give you cryptic clues. Well, if you can do a double flawless and finish with a fatality on the pit stage (One-player mode only), you go down to the bottom of the pit and fight the green warrior!

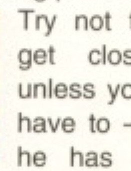
DEAD DANCE

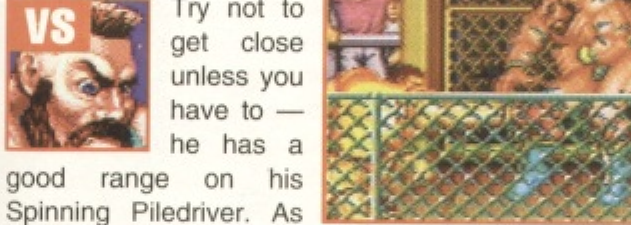




If Chun-Li jumps over you, get behind her as she lands, giving you a chance to grab and headbutt her. When she breaks free, follow with a sliding punch, powered up when you headbutted her. Jump the fireballs and retaliate with a strong punch followed by a crouching strong punch. If she goes for the Thousand Foot Kick, jump and strong punch.

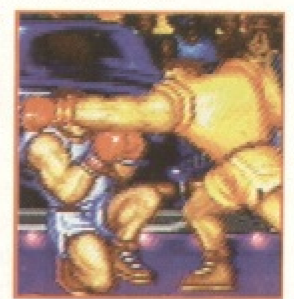






Try not to get close unless you have to — he has a good range on his Spinning Piledriver. As he approaches, do a vertical jumping strong punch followed by a crouching strong punch, because Zangief is so slow he gets hit every time. If he does a Spinning Clothesline, he can't be hit, so power up a dashing uppercut and hit him as he finishes.





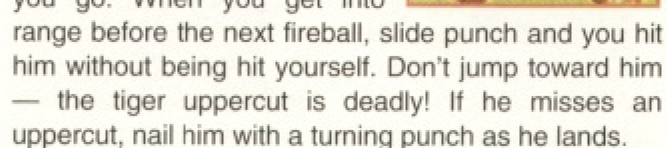
Play him at his own game, using sliding punches and dashing uppercuts to pin him in the corner. If he attacks with a strong punch, block and charge a turning punch, executing it after his offense. Use the head butt to stun, and when he breaks free, slide punch before he lands and blocks. Don't get cornered as it's difficult to get out.



Vega's speed makes landing hits extremely tough. The best time to attack is when he jumps off the wall — time it well and you hit him before he lands. This is one of the few times it's possible to attack Vega so don't waste it. Block the multiple-hit Tumbling Claw and when he is momentarily stunned, slide punch him. If he uses either of the jump-from-the-fence moves, block and headbutt as he lands, followed by a dashing uppercut.







Sagat's strength is the tiger fireball, giving Balrog trouble because he lacks a decent jump. Block fireballs and slowly advance, powering a sliding punch as you go. When you get into range before the next fireball, slide punch and you hit him without being hit yourself. Don't jump toward him — the tiger uppercut is deadly! If he misses an uppercut, nail him with a turning punch as he lands.



Blocking high stops Bison's Head Stomp, and as he lands he is stunned so hit him with a dashing uppercut. Block the Flaming Torpedo or knock him out of it with multiple low punches, timing is crucial for this. When he advances, jumping strong punch followed by a crouching punch, but again timing is essential.

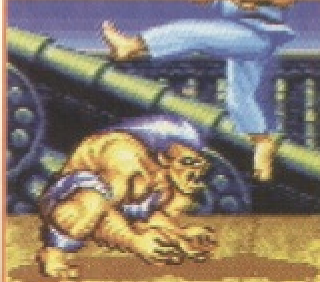




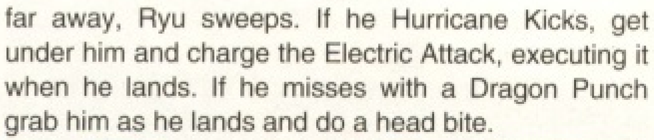
BLANKA

The mutant of the tournament is vastly improved from the first game due to his new vertical Cannonball Attack. This means he can take out the faster opponents with relative ease. He's not difficult to master and is a good choice for the beginner.

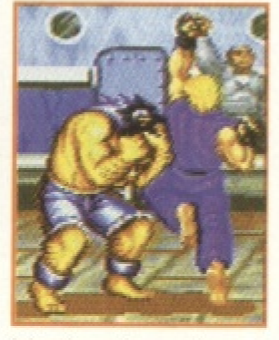




Because of Blanka's speed advantage, jump Ryu's fireballs and do a jumping strong kick followed by strong sweep. When doing this combination, make sure you're close enough — if you're too far away, Ryu sweeps. If he Hurricane Kicks, get under him and charge the Electric Attack, executing it when he lands. If he misses with a Dragon Punch grab him as he lands and do a head bite.



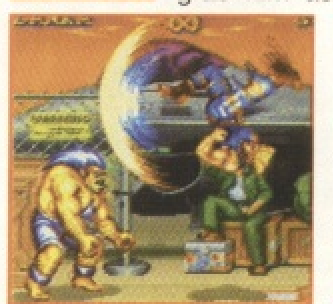




The tactics in this match are much the same as when fighting Ryu, the only major difference is Ken uses his special moves more. The vertical Cannonball Attack is useful against both the Dragon Punch and Hurricane Kick.



Guile is very good in the air, and uses his mid-air throws to win. Lure him into a Flash Kick by jumping vertically just out of range, and when he Flash Kicks grab him as he lands and neck bite.



Don't stay at a distance because he corners you with Sonic Booms — stay close and keep attacking with strong uppercuts and kicks. If he jumps toward you, charge an Electric Attack so he lands on you and fries.

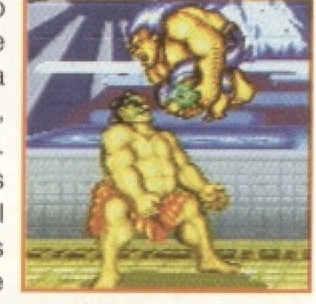


Block Blanka's horizontal Cannonball Attack and before lands and blocks, hit him with a strong crouching punch. At certain points Blanka jumps toward you, so charge the Electric Attack at the last minute and he jumps into it. The vertical Cannonball can cause problems so block high and sweep his legs as he lands.





If E. Honda jumps toward you, charge a vertical Cannonball to hit him in mid-air, and strong sweep as he lands. Get in close and do a head bite followed immediately with a horizontal Cannonball, charged up while biting. Don't combat Honda's headbutt with a Cannonball Attack because Honda wins every time. Avoid the Hundred Hand Slap, because if he corners you, you're in big trouble.





Because Dhalsim is slow in the air there is loads of time to attack him. The best move to use is the vertical Cannonball because it is fast and painful. When he Teleports, power an

ter II Turbo

even Guide Part Three

(JAP VERSION)

Action Replay codes
Fireballs don't move
7E0B3C68
Player 1 can't move
7E0F3350
Player 1 plays Dolf
7E0F500A
Player 2 plays
Dolf7E0FA90A
Player 1 plays Rei
7E0F500C
Player 2 plays Rei
7E0FA90C
Player 1 plays Gajet
7E0F500E
Player 2 plays
Gajet7E0FA90E

KING ARTHURS WORLD

Action Replay codes
infinite:
Archers 7FFF1319
Knights 7FFF1114
Barrel Men 7FFF0D19
Engineers 7FFF0F19
Good Wizards 7FFF1709
Dark Wizards 7FFF1909
Health Spells 7FFF2104
Strength Spells 7FFF2304
Shield Spells 7FFF2504
Meteor Spells 7FFF2B04
Stun Spells 7FFF2D04
Fireball Spells 7FFF2F04
Storm Spells 7FFF3104
Apoc. Spells 7FFF3304

WWF ROYAL RUMBLE

Action Replay codes
Infinite energy for Player 1
7E06423A
Infinite energy for Player 2
7E06443A
No count
7E022400
No count Player 1
7E021E00
No count
Player 2 7E022000

TOP GEAR

Action Replay code
Infinite Nitros
7E1E6C03

Electric Attack to fry him when he reappears. Block the Yoga Spear or Drill and before he recovers, hit him with a full power horizontal Cannonball.



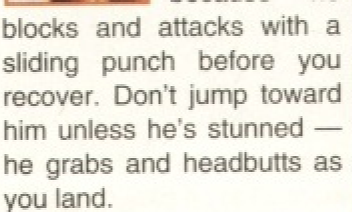
Chun-Li's speed makes her a troublesome opponent . Because she jumps around so much, be ready to charge up the vertical Cannonball to hit her every time. Don't combat her Spinning Bird Kick with a horizontal Cannonball because she wins every time! Wait for her to spin above your head and do a vertical Cannonball, hitting her and leaving you safe. If she jumps off the walls, get behind her, grab her and neck bite as she lands.





An excellent combo is to jump vertically and hit him as he gets close with a strong kick followed by a strong sweep. Never do a horizontal Cannonball Attack because if Zangief blocks, you are vulnerable. Keep out of corners — follow this rule and he's a cinch.

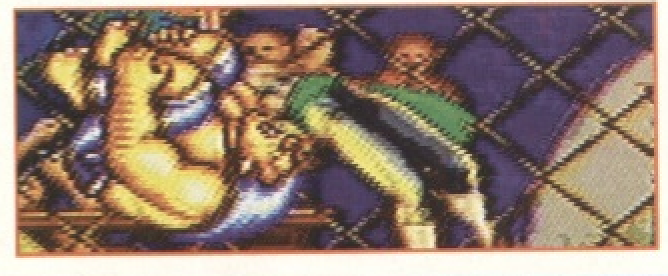




When Balrog does a sliding punch, duck and strong sweep his legs. Never Cannonball toward Balrog because he blocks and attacks with a sliding punch before you recover. Don't jump toward him unless he's stunned — he grabs and headbutts as you land.



If Vega jumps off the side wall, meet him in mid-air with a strong jumping kick. Jumping toward him and strong kick, causes him to backflip, so time it right, power up an Electric Attack as he starts his move and he flips right into it. If he jumps onto the fence, vertical Cannonball as he jumps. This prevents him from using his potentially deadly special move — the Barcelona or mid-air back drop.



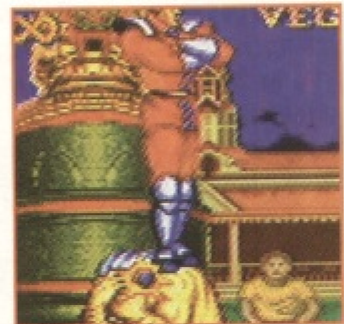


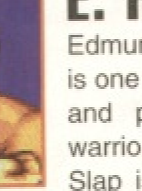
Keep away from his kicks. If he uses the tiger fireball, move in and when he fires a high one use a crouching strong punch or sweep. If he does a low fireball, jump and attack with a strong punch/strong sweep combination. Jumping toward Sagat is risky due to his Tiger Uppercut, but trick him into doing one and head bite him as he lands.





Block high if Bison does a Head Stomp and use a strong punch/ strong crouch kick combo as he lands. If he launches across the screen, charge the Electric Attack to hit him upon landing. Alternatively, charge a vertical Cannonball and hit him as he goes over you. If he walks toward you, time a vertical jump to hit with a strong kick followed by a strong sweep.



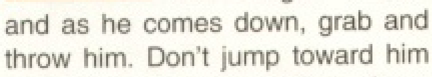


E. HONDA

Edmund, the Japanese Sumo star, is one the most improved characters and potentially one of the best warriors. His moving Hundred Hand Slap is deadly, cornering opponent quickly and causing massive amounts of damage. The Sumo Belly Flop is also another excellent move.

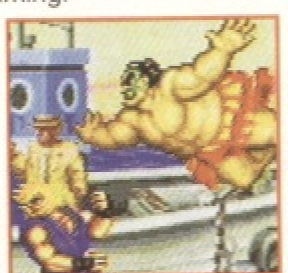


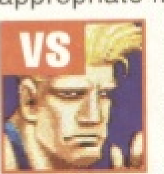
Jump Ryu's fireballs and attack with a strong kick and a strong sweep. Block the Dragon Punch and as he comes down, grab and throw him. Don't jump toward him as he Dragon Punches every time. Use the Belly Flop to avoid fireballs and attack — don't forget it's a double hitter — but this takes timing.





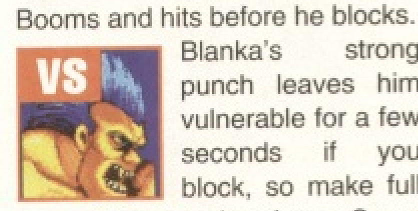
Ken is much the same as Ryu. The main difference is Ken uses a lot more special moves so counter-attack with the appropriate moves.





Jumping toward Guile is risky, so avoid unless completely necessary. The best tactic is to wait for Guile to come to you and attack him. When Guile strong sweeps, he does two, leaving him vulnerable, so charge a Sumo Torpedo and hit him as he starts the second sweep. The Sumo Belly Flop is good for avoiding Sonic Booms and hits before he blocks.



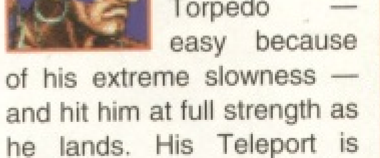


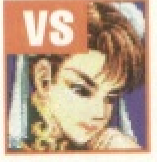


Blanka's strong punch leaves him vulnerable for a few seconds if you block, so make full use of this by charging a Sumo Headbutt in advance. Counter the horizontal Cannonball Attack with a well timed Sumo Torpedo. If he jumps over you, grab him and throw as he lands.



Keep Honda at a distance — the computer charges special moves instantly. If he jumps toward you, hit him with a torpedo as he lands. Honda uses the double-hit Sumo Seat Drop a lot, and the best way to counter it is to power up a Hundred Hand Slap, timed for him to drop into.



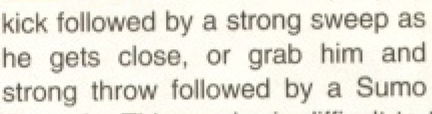


Dhalsim's biggest weakness is his slowness in the air. If he jumps, charge up a Sumo Torpedo — easy because of his extreme slowness — and hit him at full strength as he lands. His Teleport is easy to combat; wait for him to re-appear and hit him with a strong sweep. If you don't hit first, he grabs and throws you. Block the Yoga Spear and Drill and, before he blocks, attack with a Hundred Hand Slap.





If she jumps off the wall, charge a Sumo Headbutt and hit her as she lands. Jump her fireballs and attack with a strong kick followed by a strong sweep. Her head stomp is very dangerous and lands multiple hits, so be alert and keep blocking. Duck the Spinning Bird Kick and hit her with a Torpedo as she lands, charged while ducking the kick.





At certain points, Zangief simply walks straight at you, and there are two ways to combat this. Either do a vertical jumping kick followed by a strong sweep as he gets close, or grab him and strong throw followed by a Sumo Torpedo. This combo is difficult to time, but does far more damage. If Zangief jumps toward you, charge a Hundred Hand Slap to hit as he lands. The most important thing to remember is not to get cornered.

Duck the frequent dashing uppercuts and while he's still punching, strong sweep him. Never use the Sumo Torpedo unless he is stunned, because he counters with a sliding punch.

NHLPA HOCKEY

Here are codes for the final rounds of the game:
Minnestta V Washington
H5J3V79RM4ZVHW2P
Winnipeg V New Jersey
H5L19CY59FPZPT22
Buffalo V St Louis
BN7Y34ZSP46DIT4R
Washington V L.A.
DHYLKFDGB0B402SP
Quebec V Vancouver
HZ2B48N9HY55MK8W
Chicago V New Jersey
HFPY7KLT9VXYCFV1
New Jersey V Toronto
C4Z358NMFJG3JMK0
Calgary V Montreal
FZV795XCZ344SNSM
Boston V Chicago
B14J9LOYLTCP9LDS
Vancouver V Quebec
G75X97V90T0M6MNY
Vancouver V Boston
HFNB55PZ9WLTMZSM
Edmonton V Buffalo
HL61CRJ3NX49PT3X
Boston V Minnesota
B17F5MF0ZG238V8F
Winnipeg V New York
HTPTRGHGWB79VHZP
Detroit V Buffalo
FFB1LC1K10YZW0V2

BLUES BROTHERS

When you get to the Denver concert, collect the eleven extra lives on offer, kill yourself and repeat the process untill your life stock is at a maximum of 99.

Q*BERT

Go to the options screen, press [L] and [R] and let go. A programme screen appears and by pressing select you can change the background. Once you've had enough, press [START] to return to the options screen. It's a wacky cheat but fun to try out!



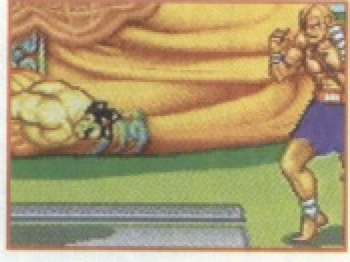
Getting in close is risky because he grabs and headbutts, so stay at a distance and wait for him to come to you.



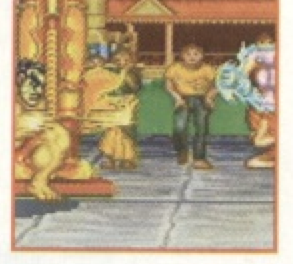
When Vega jumps off the side walls, have a Sumo Torpedo charged and hit him as he lands. During a backflip, he is invulnerable so move in and as he is doing the last flip start a Hundred Hand Slap — if timed right, he flips right into the deadly wrist action. Vega's Tumbling Claw is deadly, so block and charge a Sumo Torpedo, executed at the end of his assault.



Sagat uses his tiger fireball all the time, so getting past this is the key to winning. Avoid low fireballs with a Sumo Torpedo, also delivering a hit to Sagat. The high tigers are more difficult. If at a distance, duck, but if you are close charge a double-hit Seat Drop.



Block Bison's head stomp and strong throw him as he lands. His Flaming Torpedo is tricky to combat, so get the Hundred Hand Slap going to stop him in his tracks — timing is very important. If does a strong slide attack, block and he is stunned so take full advantage by grabbing him for a strong throw. The double-hit Seat Drop is useful for taking him out of the Scissor Kick.



GUILE



Most people's choice as the best *SFII* character but now, because he hasn't been significantly improved, Guile is a little more evenly matched with the others. He's still a very tough competitor, and difficult to stop when attacking.

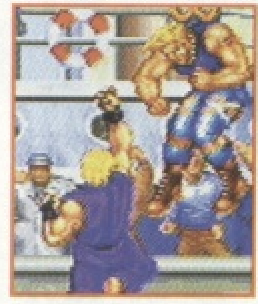


Jump Ryu's fireball attack and attack with a strong jumping kick/strong sweep combination. If you are close enough, charge a Flash Kick and release it as he fires — you go right though the fireball and hit him. Don't use the Sonic Boom much because Ryu Hurricane Kicks through it and hits you. If he does a mid-air Hurricane Kick, wait for him to come down and grab him with a suplex — because Guile is so agile, grab him before he hits the ground.





Not too different from Ryu, though he uses his special moves a lot more so blocking and counter attacking is the key. Never jump over Ken as he Dragon Punches every time, and always block unless attacking because Ken is very fast.



Beat him at his own game. Use Sonic Booms to keep him at a distance and wait for him to come to you. Trick him into Flash Kicking, catch him as he lands and suplex him. He jumps Sonic Booms, so meet him in mid-air with a strong kick. Always keep Guile on the retreat, because if he moves forward he's difficult to stop.



Keep Blanka retreating with a barrage of quick attacks. Follow a Sonic Boom with an upside-down kick — particularly good due to its excellent range.



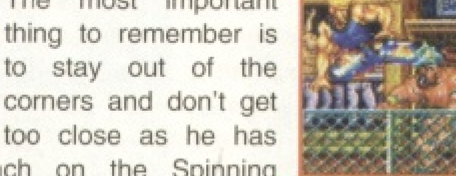
Counter Honda's Sumo Torpedo with a Sonic Boom. It is possible to use a Flash Kick, but this takes excellent timing. If he does a Hundred Hand Slap, use the Sonic Boom to stop it. Honda jumps Sonic Booms, so meet him in mid-air with a strong kick.



Use loads of Sonic Booms to pin Dhalsim into a corner. If he tries to attack from the air, Flash Kick him.



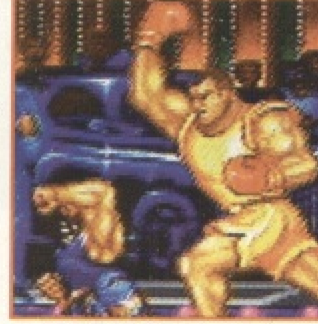
Jump Chun-Li's fireballs and attack with a strong kick and a strong sweep followed by a Sonic Boom timed to hit her as she gets up. Jump the Thousand Foot Kick and attack with a strong kick/strong sweep combo.



The most important thing to remember is to stay out of the corners and don't get too close as he has quite a reach on the Spinning Piledriver. Use a combination of jumping strong kicks and strong sweeps and you're okay.



Keep a safe distance — his turning punches are very powerful. Duck them and land a free sweep on his legs. This is the best way to defeat him because virtually all the other tactics require you getting close. Also use Sonic Booms to keep him at a distance.





When Vega leaps onto the fence, power up a Flash Kick and execute it as he jumps, taking him out of the air. Block his Tumbling Claw and hit him with a Sonic Boom as he finishes. If you block his strong slide, he's vulnerable for a few seconds so take advantage of this with a double hit Flash Kick.

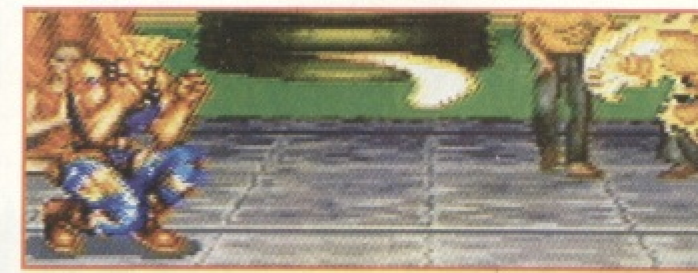




Jump Sagat's tiger fireballs and attack with a strong kick, a strong sweep and a Sonic Boom. This combo does loads of damage. If you are close enough, Flash Kick through the fireballs and hit him before he recovers and blocks. Because Guile is so fast, do a Sonic Boom and as Sagat jumps, meet him in mid-air with a strong kick — you win every time!



Block Bison's Head Stomp and grab him as he lands the other side of you and suplex. This takes timing due to Bison's speed, but works well. If Bison does his Flaming Torpedo, take him out of it with a well timed Sonic Boom. Counter his Scissor Kick with either a Sonic Boom or a Flash Kick. The Flash Kick takes more timing but delivers double hits. Block his strong slide and counter with a double-hit Flash Kick before he blocks.



With the final boss beaten, only the new endings remain — but don't worry, next month we'll be showing them all.

SUPER STRIKE EAGLE

Try these level codes...
Libya
756FD7GD + F4BF83D9
Gulf
2H6G4735 + 316DD6B8
Korea
D0BD87F8 + 796H0025
Cuba
DF25449H

COOL WORLD

On the title screen press: [L], [LEFT], [R], [RIGHT, UP], [X], [DOWN] and then [B], allowing you to see the end sequence in the game. And complete your waste of money!

HUMAN GRAND PRIX

If you've qualified for the race but still find yourself at the back of the grid, simply press [SELECT] and [B] to change your situation — you're now in pole position!

DRAGON'S LAIR

Try these level codes:
Level 1 2A, 4B, 7C, 6D
Level 2 3B, 5C, 7D, 8A
Level 3 2C, 3D, 6A, 8B

RANMA 1/2 PART II

To control the end of game boss characters in one-player mode, highlight the one-player game on the title screen and press [UP], [RIGHT], [DOWN], [LEFT], [UP] and [SELECT]. You hear a voice if it's worked. If you haven't got a copy of the original game, Ocean will be releasing a version shortly. More exclusive news next month.

Mortal Kombat

Complete Solution Part Two

Limber up those muscles and prepare for more mortal mayhem as we guide you to victory as three more characters...



Rayden

One of the stronger characters, he attacks equally well from a distance or close-in. He has a wide range of special moves; the torpedo attack is particularly devastating and the teleport move confuses opponents.



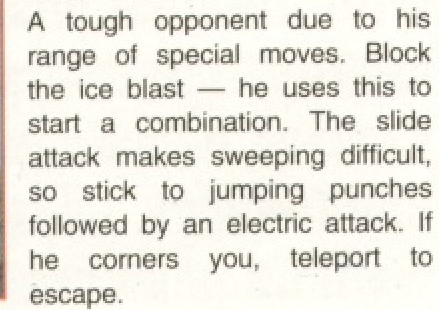
● VS Johnny Cage
Use Rayden's special moves to overwhelm Cage. The torpedo attack is very effective after a jumping punch. Use the electricity attack to keep him at a distance, as Cage is better close-in. Use the teleport to confuse him or to escape if you're cornered.



● VS Liu Kang
Kang follows up his flying kick immediately so block at every opportunity! Use the electric attack to counter Kang's fireball move and the teleport to confuse him and get out of corners. A jumping punch followed by a torpedo works well, as Kang doesn't block the follow-up.



● VS Kano
An easy character. Avoid plasma daggers, and when he cannonball attacks block and attack with loads of punches before he lands, followed by a torpedo attack. Follow this and you're victorious in no time.



● VS Sub-Zero
A tough opponent due to his range of special moves. Block the ice blast — he uses this to start a combination. The slide attack makes sweeping difficult, so stick to jumping punches followed by an electric attack. If he corners you, teleport to escape.

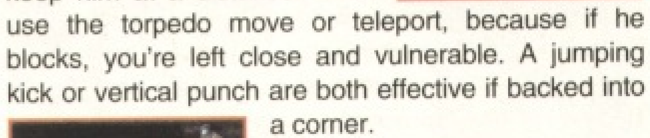


● VS Scorpion
Block the devastating harpoon at all costs, as he always follows up. Anticipate it, teleport as he throws the harpoon and reappear before he recovers — a not to be missed opportunity. If his little-used teleport punch comes into play, block it.

● VS Sonya
Sonya's force wave and jumping punch are easily avoided leaving her vulnerable when she misses. Block the handstand grab and, before she can stand, uppercut her. A jumping punch followed by a torpedo attack is the best offense.



● Mirror Match
Rayden uses special moves to win, so play him at his own game. Use the jumping punch/torpedo combination. He uses the torpedo attack a lot, so block or pay the price. When you've blocked, attack while he's vulnerable.



● VS Goro
If he grabs you, his attacks are crippling, so don't get close. Use the electricity attack to keep him at a distance. Don't use the torpedo move or teleport, because if he blocks, you're left close and vulnerable. A jumping kick or vertical punch are both effective if backed into a corner.



● VS Shang Tsung
Wait for Shang to turn into a weaker character, the weakest being Kano and Sonya. If he changes into Goro, back off and wait for an easier time to attack. If you attack Shang Tsung in his true form, he suffers great damage — the jumping kick is the best move for this.

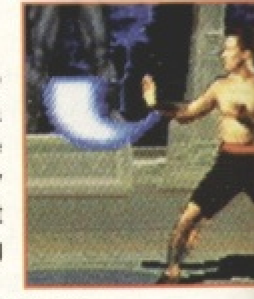


Kano

Kano has some deadly moves, his knife attack does a huge amount of damage as does the difficult to execute but effective ball attack. He is very slow and vulnerable to the faster characters.



● VS Rayden
Block the torpedo as it leaves you vulnerable to a follow-up. Avoid the electrical attack and, before he blocks, hit him with a dagger. He doesn't teleport much, but when he does it's tough to avoid. Wait for the exact moment he teleports and jump backward — he reappears where you were, not right next to you.



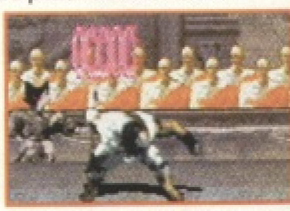
● VS Johnny Cage
Use plasma daggers to keep Johnny at a distance as he's a better close-up fighter. The cannonball attack is risky because if he blocks, you're left vulnerable. Use strong jumping kicks and daggers to kill Cage.

● VS Liu Kang
Block Kang's flying kicks, throw a dagger before he lands and follow with a flying kick. Avoid his fireballs and watch out for the flying kick follow-up. If timed correctly, it's possible to hit Kang with jumping kicks every time, keeping him at a safe distance.

● VS Sub-Zero
This one can be difficult. Don't sweep, as his slide attack makes it difficult to do without being hit. His ice blast starts a combination so block and, before he recovers, throw a dagger — if timed right, you hit him every time!



● VS Scorpion
When Scorpion uses his harpoon move, duck and before he recovers throw a dagger, keeping him at a distance. Jumping the harpoon and attacking with a flying kick is possible, but takes practise. He hardly ever uses his teleport punch but when he does, anticipate it and block.



● VS Sonya
Sonya relies on aerial attacks and is easy to beat with well-timed daggers. When she jumps, throw a dagger to hit her as she lands. If timed correctly, this works every time. Duck or jump her force wave attack — with practise, you can land a jumping kick before she recovers.

● VS Mirror Match
Kano cannonball attacks regularly so block and, before he lands, hit him with multiple punches and a dagger, taking loads of

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SUPER MARIO KART

Go to the time trial option and move the cursor to the Mushroom Cup. By pressing [L], [R], [L], [R], [L], [L], [R], [R] and then [B] and you can select the Special Cup.

PUSHOVER

Try these level codes for the entire 100 levels of the game!

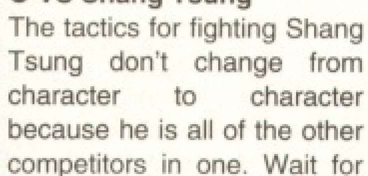
Level 1	00512
Level 2	01536
Level 3	10124
Level 4	03072
Level 5	03584
Level 6	02560
Level 7	02048
Level 8	06144
Level 9	06656
Level 10	07680
Level 11	07168
Level 12	05122
Level 13	05634
Level 14	04610
Level 15	04098
Level 16	12290
Level 17	12802
Level 18	13826
Level 19	13314
Level 20	15362
Level 21	15878
Level 22	14854
Level 23	14342
Level 24	10246
Level 25	10758
Level 26	11782
Level 27	11270
Level 28	09222
Level 29	09734
Level 30	08718
Level 31	08206
Level 32	24590
Level 33	25102
Level 34	26126
Level 35	25614
Level 36	27662
Level 37	28174
Level 38	27150
Level 39	26638
Level 40	30734
Level 41	31246
Level 42	32270
Level 43	31758

energy. Repeated use of this combination is an excellent counter. Avoid his deadly daggers and hit him with your own at every opportunity.

● **VS Goro**



Kano's dagger attack makes him the best character for fighting Goro. Keep him at a distance with the daggers. When he jumps, throw a dagger to hit him as he lands and another to hit him as he gets up. If cornered, use a jumping kick to knock the multi-armed monster back and move out as quickly as possible.



● **VS Shang Tsung**

The tactics for fighting Shang Tsung don't change from character to character because he is all of the other competitors in one. Wait for him to transform into a weaker character — Kano or Sonya — and go all out to attack him. Use the tactics detailed previously for best results. If he turns into Goro, make a hasty retreat and wait for an easier incarnation.



Sonya

Sonya has the best jumping skills of any character — her air punch and flying kick work well against most opponents. Her force wave is excellent for long range battles giving her a good all round performance, though she is fairly weak.

● **VS Rayden**

When Rayden torpedo attacks, counter with a force wave. This takes practise, but is worth the effort. Jump the electric attack and then flying kick — because of Sonya's great aerial speed this is relatively easy. The force wave keeps him at a distance and makes it hard for him to torpedo attack.





● **VS Johnny Cage**

Duck Cage's shadow kicks and uppercut before he blocks. The fireball is just as easy to combat; wait for him to use one, jump and attack with a flying kick. Keep Cage at a distance as he is a good close fighter. If you get too close, use the handstand grab to throw him to the opposite side of the screen.

● **VS Liu Kang**



Kang is close to Sonya's speed, but his mistakes make an easy fight. When he flying kicks, block and, before he lands, attack with loads of low punches followed by a force wave. Block the fireball attack and watch out for the flying kick follow-up. Always attack after his flying kick and victory is yours.

● **VS Kano**

Use Sonya's speed advantage to the full. When Kano dagger attacks, jump and flying kick, followed by a force wave. Block the ball attack and hit him with punches followed by a force wave before he lands. Kano may be slow but he is very powerful so short, sharp attacks are better than trading punches.



● **VS Sub-Zero**



When Sub-Zero ice blasts, jump, flying kick, and, if possible, follow with a force wave. His slide attack is tricky to avoid, the best tactic is to block and, before he blocks, handstand grab followed by a force wave. Speed is the key to beating Sub-Zero, so use it to the full. Use the air punch sparingly as it leaves you vulnerable.



● **VS Scorpion**

Again, speed is the key to victory. Because Scorpion frequently harpoon attacks, there are many chances to attack with jumping kicks. The force wave keeps Scorpion at a distance, as long as you don't over use it — if you do, he jumps it and attacks with a flying kick. His teleport punch is rarely used.

● **Mirror Match**



An easy match. If she uses the force wave, jump and flying kick followed by a force wave. She hardly ever uses a jumping punch. Use Sonya's aerial skills to full effect and attack with flying kicks or punches whenever possible.

● **VS Goro**

Use the force wave to keep Goro at a distance, because Sonya is quite weak. A flying punch stops him if he jumps — if you don't, he may stomp you, inflicting loads of damage.

● **VS Shang Tsung**

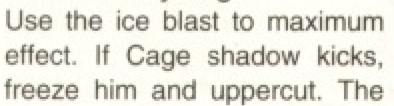
Wait for Shang to change into a weaker form, and attack with all you've got. Hitting him in his true incarnation does far more damage, though he rarely assumes this form.

Sub-Zero

Sub-Zero's slide is an excellent defence against any projectile attack. The ice blast is great for overwhelming opponents, and good use of this move makes Sub-Zero one of the strongest characters.

● **VS Rayden**

Avoid the devastating torpedo attack. A good counter attack is the ice blast, though it takes timing to hit him. He doesn't teleport much but if he does, do your best to block. The electric attack is easily avoided and leaves him vulnerable to a jumping kick.



● **VS Johnny Cage**



Use the ice blast to maximum effect. If Cage shadow kicks, freeze him and uppercut. The fireball is more difficult to combat — duck and before he recovers and blocks, throw a dagger. It takes practise but is worth it. Use the slide to good effect, as Cage's blocking is weak.

● **VS Liu Kang**



Wait for Kang to flying kick, block, and before he lands and blocks hit him with multiple low punches, an ice blast and, as he lands, a slide attack.



● **VS Kano**

Jump Kano's daggers and attack with a flying kick. Kano is slow, so use your speed. If he cannonball attacks, block and hit him with multiple punches followed by an ice blast. He frequently uses this offense, so there are plenty of chances to use this combination.

● **VS Scorpion**



Wait for Scorpion to use the harpoon, duck and ice blast before he blocks. This is the key, as he relies heavily on the harpoon.

● **VS Sonya**



If she force waves, avoid it and ice blast before she blocks. Sonya uses speed to overwhelm you, so wait for her to make mistakes. When she does, attack — if you rush forward constantly, she soon catches you out. When fighting close, remember to block her handstand grab as she uses it frequently.

● **VS Mirror Match**



Use the ice blast to full effect. Wait for him to ice blast and before he recovers do one of your own. Alternatively, jump the ice blast and flying kick.



● **VS Goro**

Again, use the ice blast to maximum effect. When he's frozen, uppercut and use another ice blast as he rises. When you've uppercut Goro, slide attack as he lands. A jumping kick is effective as he has trouble blocking it. Don't get cornered, because here Goro is at his strongest — you lose every time.

● **VS Shang Tsung**



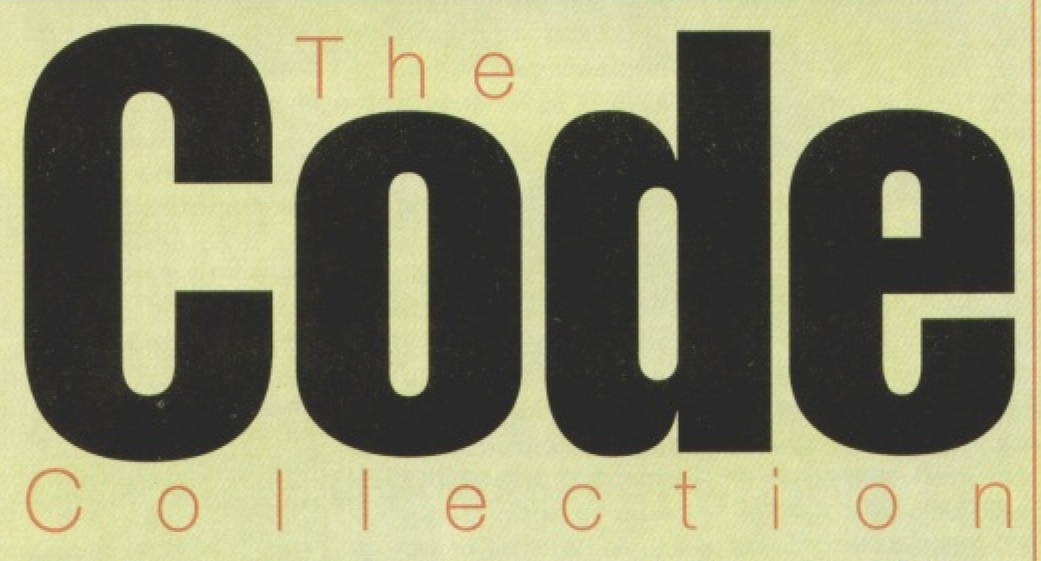
Wait for Shang Tsung to transform into a weaker character. When he does, take full advantage — use multiple punches followed by a dagger attack before he lands for maximum effect. If he turns into Goro back off and wait for an easier opponent.

With this new knowledge you should be unbeatable. Join us next issue for more great solutions.

Level 44	29726
Level 45	30238
Level 46	29214
Level 47	28702
Level 48	20510
Level 49	21022
Level 50	22046
Level 51	21534
Level 52	23582
Level 53	24094
Level 54	23070
Level 55	22558
Level 56	18494
Level 57	19006
Level 58	20030
Level 59	19518
Level 60	17470
Level 61	17982
Level 62	16958
Level 63	16510
Level 64	16511
Level 65	17023
Level 66	18047
Level 67	17535
Level 68	19583
Level 69	20095
Level 70	19071
Level 71	18559
Level 72	22655
Level 73	23167
Level 74	24191
Level 75	23679
Level 76	21631
Level 77	22143
Level 78	21247
Level 79	20735
Level 80	28927
Level 81	29439
Level 82	30463
Level 83	29951
Level 84	31999
Level 85	32511
Level 86	31487
Level 87	30975
Level 88	26879
Level 89	27647
Level 90	28671
Level 91	28159
Level 92	26111
Level 93	26623
Level 94	25599
Level 95	25087
Level 96	08703
Level 97	09215
Level 98	10239
Level 99	09727
Level 100	44543

■ That's all for this month — see you again next issue.

The Guide The Guide is... every tip and code you've ever needed, the complete games directory, the place to buy, sell or swap games. For more information call 0584 875851.



The biggest and most comprehensive tips directory is back with a vengance. For hundreds of codes and cheats look no further than our colour-coded listing. Game Genie are in blue, Action Replay in red.

ACTRAISER (US VERSION)

7E001D08: Unlimited energy if playing from the start.

ACTRAISER

If you've finished this great game in regular mode, try a more difficult setting. Go to the title screen and move the game icon below New Game. The word 'professional' appears, enabling you to play in arcade mode.

Another handy tip is to cause an earthquake in Kassandra after the pyramid has risen. During the rebuilding of the city, the inhabitants find a yellow heart. This increases your number of hearts during the action scenes.

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT

Take control of podgy Pugsley in the Addams mansion:
7E009503: Infinite energy

ADVENTURE ISLAND

Wait for the intro to start and press [START] for the title screen. Now press [R], [R], [X] and [START] for a level-select.

ALIEN 3

Level 2: QUESTION
Level 3: MASTERED
Level 4: MOTORWAY
Level 5: CABINETS
Level 6: SQUIRREL
Level 7: OVERGAME
7E15E264: Full energy on the Flame Thrower
7E1ODA90: Weapon fire, but does not kill anyone
7E14C604: Infinite Flame Thrower
7E15D408: Infinite Pulse rifle
7E15E264: Infinite Blowtorch
7E15DC08: Infinite Grenades
7E124499: Energy — when entering a new room you get hit once, but after that you can't be touched.
FD3644D1 More rifle clips
4D3644D1 Loads more rifle clips
DO3644D1 Less rifle clips
FD3B4F01 More grenade clips
4D3B4F01 Loads more grenade clips
D03B4F01 Less grenade clips
CD2A44A4 More ammo in rifle clips
FO233D64 More ammo in grenade clips
3C2844D4 Infinite ammo for pulse rifles
3C223D64 Infinite ammo for grenade launcher
3C253704 Infinite ammo for flamethrower
D4641D460 Take less damage
DD6D1700 Maximum energy from medical kit

ALIEN VS. PREDATOR

For all the hype, this game's a bit of a letdown in gameplay. If you're finding it tough going, try this stage-select cheat. When the title screen is up, select 'CONFIG' and open the option menu. Keeping [L], [R], [X] and [A] pressed on controller two, press [START] on controller one.

ASSAULT SUIT VALKEN

On the title screen hold down [L], [R] and [UP] and press [START] for infinite continues.

AUGUSTA GOLF

Augusta is a tricky course for even the most seasoned of professionals. We can't improve your swing but we can make life easier with four choice codes: L3FHPOZNGW, NXDSF3JNXF, 05TCT1SQ4B, GREBZUVSME

AXELAY

To become invincible, start as normal, and press [PAUSE] then [UNPAUSE]. Wait a second, then [PAUSE], [SELECT], [UP], [DOWN], [LEFT] and [RIGHT], [Y], [B], [A], [X], [UNPAUSE]. The lives display is replaced with 'MUTEK' at the top of the screen, confirming that the cheat's been successful.
7E0325FF: Invincibility
7E032901: Finish the level quickly

BART'S NIGHTMARE

7E013D02: Unlimited bubblegum
Guide the pointy-yellow-headed one through his own mind:
7E013D02: Unlimited bubblegum
7E093803: Infinite lives
7E013705: Infinite melon seeds

BATMAN RETURNS

To get nine lives, punch in the world famous Konami command on controller 2 at the Option Mode menu: [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], and [A].
7E008C03: Infinite lives
7E008A63: Infinite energy

BEST OF THE BEST

At the title screen press [START], and then move up to the options. Press [START] again. Now highlight the password option and press [START] again. You will see a load of numbers and letters in the top left-hand corner of the screen. Change them to: RHT255W37C.
a. 828DD409: Infinite special moves
b. DEC36D69: Start with one special move
c. D6C36D69: Start with eight special moves
d. BAC36F69: No special moves for player 2
e. D4C30DAD: Player 1 can play with any boxer (no special moves)
f. DCC30FDD: Less strength
g. DCC30FOD: Less resistance
h. DCC30F6D: Less reflexes
i. 74C30FDD: More strength
j. 74C30FOD: More resistance
k. 74C30F6D: More reflexes
l. D68FAD65: Almost infinite energy
Use this beat-'em-up's great moves to the full with:
7E0221FF: Infinite energy

BLAZEON

C2B4D4DD & C2BD64AD Infinite lives
DD6E6707 1 ship
DF6E6707 2 ships
D76E6707 4 ships
D06E6707 5 ships
D16E6707 7 ships
DB6E6707 10 ships
FB6E6707 26 ships
DF6D607 Start on Stage 2
D46D6F07 Stage 3
D76D6F07 Stage 4
D06D6F07 Stage 5
C2C7D7A7 Mars has infinite atomic shields
C2C3DF67 Neptune has infinite hyper-bombs

B.O.B (UK VERSION)

Here are the 48 level codes...
530237, 462893, 905781, 583721, 370439, 633059, 960379, 683349, 110674, 853268, 950745, 923571, 570836, 103495, 481376, 713852, 171058, 743690, 901588, 574471, 671255, 103928, 481773, 144895, 361497, 574132, 711984, 775895, 361687, 704526, 472149, 775092, 652074, 614906, 862341, 605237, 072251, 635184, 272578, 605463, 672451, 575381, 752790, 265648, 302653, 845527, 382975
This code is for the last level: 426081
3C37A7D4 Infinite weapons — except for Flame
DDCOC770 Maximum weapons on pick-up
3CC73F85 Infinite Remotes
FOA61D59 Start with 20 3-way (Weapon)
FOA61FE9 Start with 20 Flame (Weapon)
FOA61759 Start with 20 Rocket(Weapon)
FOAB1DE9 Start with 20 Bolt (Weapon)
FOAB1459 Start with 20 Wave (Weapon)
D6660DDD Start with 9 lives
4A6EOFOD Infinite lives
DOA81F89 Start with 3 Helicopter Hat (Remote)
D9A81F89 Start with 3 Floating Bomb (Remote)

BUBSY BOBCAT

Here is the complete list of level codes...
JSSCTS, CKBGMM, SCTWMN, MKBRLN, LBLNRD, JMDKRK, STGRTN, SBBSCH, DBKRRB, MSFCTS, KMGRBS, SLJMBG, TGRTVN, CCLDSL, BTCLMB, STCJDH
7E0214XX: Level select replace XX with 0-13
7E009300: Stops the animation on the water

CASTLEVANIA IV

7E13 F410: Infinite energy
7E13 F050: Infinite time
7E007C03: Infinite lives
7E13F214: Unlimited extra weapons
Before climbing the steps to meet Dracula, jump across onto the clouds and walk to the far left-hand side of the screen. You get 99 hearts, morning star, triple shot and boomerang.

COOL WORLD

7E021B03: Infinite lives

CONTRA III: THE ALIEN WARS

7E1F8C01: Bombs player one
7E1FCC02: Bombs player two
7E1F 8A63: Infinite lives (player one)
7E1F CA63: Infinite lives (player two)
7E1F 8CO2: Infinite bombs (player one)
7E1F CCO2: Infinite bombs (player two)

CYBERNATOR

DBB117AF 10 credits
C2344FDD Infinite credits
62BF17AF Lasers
62BF17DF Homing missiles
62B4176F Napalm bomb
Start on:
D4BD176F Level 3.1
D7BD176F Level 3.2
DOBD176F Level 3.3
D9BD176F Level 4.1
D1BD176F Level 4.2
D5BD176F Level 4.3
D6BD176F Level 5.1
DBBD176F Level 5.2
D6BD176F Level 6.1
FDBD176F Level 7.3
FFBD176F Level 7.4
Also:
F4BD176F View failed ending
F7BD176F View successful ending

DARIUS TWIN

To get 49 ships, press [L] and [R] on the second joypad then [SELECT] and [START] on the first.

DESERT STRIKE

If you're having trouble making your way through this tough strategy sim try these codes:
Level 2: 3ZLHZTN
Level 3: 93ZHBRH
Level 4: W8PP97Z
Level 5: W4WSP37

DIMENSION FORCE

The new magazine from Impact (only kidding):
7E021504: Infinite lives
7E020F0C: Full power. For other options, use B instead of C.

DINOSAURS

Dinosaurs (on platforms):
7E17310X: Gives player one [X] amount of lives each time Action Replay is enabled.
7E16ED05: Maximum energy for dinosaur when Action Replay is enabled. Use both the codes for invulnerability.
7E176305: Gives human player full energy. Use with the above codes for invulnerability.
7E0DF063: Sets time at 63 seconds when Action Replay is enabled.
7E1F8CXX: Gives player XX eggs when Action Replay is enabled.

DOUBLE DRAGON III

SZVUPAAX: Protection for Billy, Jimmy and Chris
GVEPXGGI:Extra energy for Billy and Jimmy
GVEOXK2G: Extra energy for Kanzoli
ZXEPXGGS: Less energy for Billy and Jimmy
IXEOXKZG: Less energy for Kanzoli
ZUEONGGT: Less energy for Chris
GZXUPUVS: Infinite special weapons for all
GOOPKGIA: More special weapons for Billy, Jimmy and Chris
AXOPKGIE: As above, but start with 40 special weapons
AXOONGGO: Start with 40 special weapons for Kanzoli
OZULGASX: More powerful punch,weapon and high kick

DRAGON BALL 2

This cheat for playing the same character in this Japanese Super Famicom game was sent in by *Joseph Lee* of *Middlewich*.
Hold down all the buttons on joypad one ([L], [R], [Y], [B], [X], [A]) after the speech has finished. Now make a circular movement on the joypad; you hear a ringing noise indicating the cheat is activated. If you keep the buttons held down and repeat the circular movement you can access five more characters. Listen for the speech telling you the cheat is working.

DRAGON'S LAIR

7E0FF903: Infinite energy

EXHAUST HEAT II

This screaming hot F1 racer comes packed with a half dozen handy cheats. Grab controller 2, flip on the game and in the short while the Notice screen is showing, quickly hammer in these codes.

Rank Select
If you're not inclined to fight your way up from Class C to F1, try this cheat and pick any rank and machine. [UP], [DOWN], [LEFT], [RIGHT], [X], [B], [Y], [A], [A], [A], [A], [A], [A] and [A]. After selecting your machine, you can even save at the menu Screen so you can start playing with F1 aces in a top class machine from the start.

F1 Course Select
For this trick, you have to have F1 data saved. (No problem!). Just use the above cheat, reset and try this code.) While the Notice Screen is up, hammer in [A] four times and [B] fourteen times.

Shoot for individual course time records! [UP], [X], [RIGHT], [Y], [DOWN], [B], [LEFT], [A] and [A]. You get the choice of any machine so you should be able to put some decent numbers.

Sound Test Mode
Check out the cool sound effects and rockin' tunes with the cheat. [L], [R], [L], [R], [L], [R],[L], [R], [L], [R], [L], [R] and [R].

Extra Shooter Game
Surprise, surprise! If you get tired of hardball driving, try your hand at a couple of prehistoric games included in this racer. The first is a two-player shooter duel that looks like a museum piece. Just key in [Y] four times and [X] twice.

Rotten Wall Game
Here's another diverting classic! Key in [X] four times [Y] twice for a *Pong*-style 2- or 4-player battle with breakable blocks in the way a la Breakout.

FLYING HERO

7E006903: Infinite lives
7E005A03: Infinite bombs

F-ZERO (UK VERSION)

7E11 5000: Always finish first!
7E00 CA08: Infinite power
7E00 5902: Infinite lives
7E0C F301: Infinite turbo boosters
7E00 CAOB: Infinite power

7E00 5908: Infinite lives
To get a boost from the starting line hold down the accelerator. As soon as the race begins, pull out in front of your competitor. He slams into your back, giving a whopping boost forward.

In Port Town II, get a superjet and head to the left after crossing the starting line. Activate the superjet before you get to the jump ramp and quickly angle to the right to jump to the opposite side of the track.

For a power-up, go to the flashing patch on the track, get on top and ride across it. A spaceship refills your energy so you return to the game.

F1 EXHAUST HEAT
For extra cash, go to the select-player screen and enter **SETAUSA**. This gives you $10,000 when you start the game.
When you're at top speed press [L] and [R] for a superboost up to 400kph.

FACEBALL 2000
Here's a great way to skip from level one to level ten. At the end of level one turn around and face the wall, then shoot it to open a secret room containing an orb. Use the orb to reveal the exit to level ten.
On the title screen press [L], [R] and [START] together for a secret game. Do the same on the game-select screen for a life/level-select.
7E0BD103: Infinite lives
7E035201: Next tag opens exit regardless of how many tags made so far
7E03CEXX: Where XX is a level number, this is a level-select. Must switch off Action Replay after level has been reached.

FATAL FURY
Go to Street Fight mode. Player one chooses either one or two players. Now press [DOWN] on controller two and you have a new range of dead hard characters to choose from.

FINAL FANTASY 2
7E200803: Loads of hit points for player one
7E208803: Loads of hit points for player two

FINAL FIGHT (US VERSION)
7EOD 6EO5: Infinite lives
7EOD 1450: Infinite energy
To get a hidden options screen with difficulty-select and sound test, hold down [L] and [R] and press [START]. Now go to exit and press [B] for the options to take effect.

FINAL FIGHT 2
7E106D8D: Player 1 keeps full energy bar
7E11258D: Player 2 keeps energy bar at full
7ED86399: Stops time from counting down
7E10A2FF: Player 1 starting lives
7E115AFF: Player 2 starting lives
7E10260F: Grab the enemy, jump and then attack to destroy him. Only Haggar can do this. Do not use this method on the bosses.
7AE105BXX: XX changes the players colours (player 1)
7E1113XX: XX changes the players colours (player 2)
7E1079FF: One hit is needed to kill the enemy (player 1)
7E1131FF: Only one hit is needed to kill the enemy (player 2)
7E1003XX: Player 1 select character — OO=Haggar, 01=Maki, 02-Carlos
7E1OBBXX: Player 2 select man — 00=Haggar, 01=Maki, 02 Carlos

FINAL FIGHT GUY
On stage four, walk up and down in front of the white dog for more energy.

FIRE POWER 2000
7E609A63: Infinite lives for the Jeep
7E60D607: Level 7 powerup for bullets for the Jeep
7E60DAO7: Level 7 powerup for Jeep's Flame Thrower
7E60DE07: Level 7 for Plasma for the Jeep
7E60E207: Level 7 powerup for Jeep's Laser
7E60E607: Level 7 powerup for Ionic for the Jeep
7E60DF07: Level 7 powerup for Super Weapon for the Jeep
7E609C63: Infinite lives for the Helicopter
7E60D807: Level 7 powerup for bullets for the Helicopter
7E60DCO7: Level 7 powerup for Helicopter Flame Thrower
7E60E007: Level 7 powerup for Plasma for the Helicopter
7E60E407: Level 7 powerup for Helicopter Laser
7E60E870: Level 7 powerup for Ionic for the Helicopter
7E60E807: Level 7 powerup for Helicopter Super Weapon

GEORGE FOREMAN'S KO BOXING
Timer goes slower: 566DO7DD
Timer goes faster: DC6DO7DD
Infinite Super Punch (after pickup): 6D25A704
Both players start with half energy: 4D6CD70D
All damage afflicted affects opponent (you may still take a very small amount of damage)
C22AAD04+572AAD64+622AA464+57AA4A4

GODS
Here are some handy codes to help you through.
Temple: SDI
Labyrinth: MGB
Underworld: BMH
7E01DB0X: Gives X lives
7E0156FF: Over 65000 money
7E0157FF: Infinite energy
1DE731E8 Shield lasts until end of level at least
C269C1EB Infinite lives
A28435EC Items you can afford in shop are free
DF3C4073 Start with 2 lives
D93C4073 Start with 6 lives
DB3C4073 Start with 10 lives

GHOULS 'N' GHOSTS
7E14BC00: Continually jump
7E0458XX: Jump duration (values between 0-7F). The lower the number the longer the jump. Try F for a double jump and 7F for a tiny hop!
7E044DOX: Direction of jump, X=0 — right, X=1 — left
7E14F201: Frozen solid while replay enabled
7E14D501: Stops legs being animated when walking
7E028DOX: Select level 1 — i.e. to select level 6 X=5
7E028FOX: Select area, X=O start of level, X=1 middle of level
7E02A402: Infinite lives
7E02A70X: Minutes left
7E02A80X: Tens of seconds left in time
7EO2A901: Infinite time (seconds)
7E044AOX: Shield hits allowed before death
6E02AEOX: Armour
X=0 — No armour
2. bronze
1. Steel
4. Gold
The armour is lost once you are hit. (7E14BA04 selects the gold armour as well, but doesn't give the magic meter)
7E02B800: Slow motion even on standard joypad while holding down [START]
7E14D30X: Select weapon X
X+0 - Lance
1. Flaming lance, 2. Dagger, 3. Magic dagger,
4. Crossbow, 5. Magic crossbow, 6. Scythe,
7. Magic scythe, 8. Torch, 9. Magic torch
A. Axe, B. Hefty axe, C. Tri-blade, D. Shuriken,
E. Enchanted, F. Bracelet (fireballs)
7E14CFOX: Select magic spell regardless of current weapon
X= Thunder, 4. Shield, 1. Fire Dragon, 5. Lightning, 2. Seek, 6. Nuclear, 3. Tornado
7E14F001: Instant magic, when used with the gold armour and the shield spell, gives you a shield of invincibility. (&E02AEO4, 7E14CF04)
7E1A9BOO: Throw unlimited lances
7E1A9C00: Throw unlimited flaming lances
7E1A9D00: Throw unlimited daggers
7E1A9E00: Throw unlimited magic daggers
7E1A9F00: Throw unlimited crossbow bolts
7E1AA000: Throw unlimited magic crossbow bolts
7E1AA100: Throw unlimited scythes
7E1AA200: Throw unlimited magic scythes
7E1AA300: Throw unlimited torches
7E1AA400: Throw unlimited magic torches
7E1AA500: Throw unlimited axes
7E1AA600: Throw unlimited hefty axes
7E1AA700: Throw unlimited tri-blades
7E1AA800: Throw unlimited shurikens
7E1AA900: Throw unlimited enchanted fireballs
7E02950a 7E02960b7E02970c: Score, made up as 'abcdef'
7E02980d 7E02990e 7E029AOf 7E14D101:
When on top of a wall you can walk off and stay at the same height. (When walking the ground falls)
7E14C301: When action replay is enabled, everytime you jump the ground moves to the height of your jump. To fall back to earth, disable the action replay (this differs from 7E14D1 in that you don't have to jump onto a wall first)
7E0494XX: First weapon thrown speed
7E04D5XX: Second weapon thrown speed
7E0516XX: Third weapon thrown speed
In the above, when using daggers you must alter all of them, but when using lances, change only the first two. If when using daggers you just change 7E0494 then the next two daggers will be the same speed as normal. XX should be 00 to 7F: the higher the value, the faster the throw.

GRADIUS III
To get extra weaponry, pause and press [UP], [UP], [DOWN], [DOWN], [L], [L], [R], [L], [A] and [B].

For 29 extra lives per credit, go to the title screen and hold [DOWN] and [LEFT] diagonally on the joypad while pressing [A] three times.

To access arcade mode, go to the options screen, place the cursor on difficulty setting and press [A] as fast as possible — use autofire if you've got it.

For extra credits, push [X] repeatedly at the title screen. If you don't hit [START] before the title screen disappears, do it again. To get 30 lives go to the top the title screen and press [LEFT], [A] three times, and [START]. Please note, this cheat won't work in conjunction with the extra-credit cheat!
DD8B6DA4 1 life
DF8B6DA4 2 lives
D78B6DA4 4 lives
DO8B6DA4 5 lives
D68B6DA4 9 lives
DE8B6DA4 16 lives
F38B6DA4 31 lives
3C8EDDD7 & 3C8EDD07 Infinite lives
DFCEDFOD 1 credit
D4C3DFOD 2 credits
D1C3DFOD 6 credits
D5C3DFOD 7 credits
D6C3DFOF 8 credits
DBC3DFOD 9 credits
C2276DDD Infinite credits
PFBBA766 Makes Earwing Scorpion easier to kill
DFB16F6C Makes Bubble Brain easier to kill
3C290704 & 3C290764 Weapons status gauge remains at current level after a weapon is selected
CBAFD7AD & DFA4DDD Enemies shoot at you more

HOLE IN ONE GOLF
7E10A102: You get a hole in one every time

HOOK
This cheat enables you to build up loads of extra lives. When you get to level 5, at the start of the level fall down the first chasm on the right. Notice Tinkerbell at the bottom of the pit; walk across to the right and you'll see a 3-up and a leaf. You have to go underneath the rocks to reach them. Then, when you've collected this, die and repeat the same procedure until you have built up enough lives.

HUMAN GRAND PRIX
7E0C49OF: Infinite tyres
7E0C4DOF: Infinite brakes
7E0X2FOF: Infinite wings

HUNT FOR RED OCTOBER
7E14D502: Infinite mines
7E14E721: Unlimited stealth

HYPERZONE
To access a sound test press [L], [R] and [START] on the title screen; to access the music press [A].

JAKI CRUSH
Just type in a row of fives (5555...) and start the game. You'll start with more than 840 million points and a whole bunch of balls. (The onscreen ball count shows 21, but there are actually 33 — the game counts in hexadecimals.) Other great passwords include '4444444Y', '6666666C', '8888888S', 'CCCCCCCS' and 'KKKKKKKS'.
7E1C62XX: Replace XX to get any number of lives
7E1C6202: Infinite balls
For 84 extra balls type in the password as 88888885.

JAMES BOND JR
Try these level codes:
Level 3: 0007
Level 4: 3675
Level 5: 9025
Level 6: 1813
Level 7: 3353

JOE AND MAC
7E08 1A92: Infinite boomerangs for Joe
7E08 5A92: Infinite boomerangs for Mac
7E08 1AA3: Infinite fire for Joe
7EO8 5AA3: Infinite fire for Mac
7E08 1AC4: Infinite stone wheel for Joe
7E08 5AC4: Infinite stone wheel for Mac
7E08 3501: Infinite keys for Joe
7E08 7501: Infinite keys for Mac
7E08 6202: Infinite lives for Mac
To exit a level you've already completed, [PAUSE] and [SELECT].

JOE AND MAC 2
7E004202: Infinite lives

JOHN MADDEN'S FOOTBALL '92
For anybody out there who's been mad enough to buy this horribly nasty conversion, here are some codes.
Buffalo: BBBF7G7CNR, BBBF78JF1M
Chicago: BBBF8C8JJS, BBBF8H42YP
Cleveland: BBBDDGT4N8, BBBDDN4HBP
Dallas: BBBFDP7ML5, BBBFD75N6I
Denver: BBBM6RFLST, BBBM626M75
Green Bay: BBBKCLKTFT, BBBKC9YMGY
Houston: BBBLCT7WTZ, BBBLC20XW6
Indianapolis: BBBNBNJTUR, BBBNB5LBCJ
Miami: BBBMGSS254, BBBMGW52C3
New Orleans: BBBNKYJOWY, BBBNK591Y5
New York: BBBFV21HMS, BBBFWWBKRT
Pittsburgh: BBBGY3STO4, BBBGY47J5L
Seattle: BBBKY96X15, BBBKZURZML

For a super-closeup of the crowd hold down any button and press [START]. As other screens appear, keep holding the button. Don't worry if the screen goes blank, a close-up of one of the fans appears. To get back to the action let go of the button!

KABLOOEY
Level 17: DBVG
Level 18: DPLL
Level 19: DJSK
Level 20: GBTF
Level 21: JRPN
Level 22: GBMF
Level 23: PBSS
Level 24: WPRG
Level 25: LFBG
Level 26: CVFF
Level 27: LPJC
Level 28: DBTG
Level 29: WGGD
Level 30: TJMG

KIKI KAIKAI
If you're finding it too difficult to get ahead, try this stage-select cheat. At the character-select screen, move the selection cursor to the desired character. Keeping [X] and [Y] pressed, press [A] four times, [B] four times, and then [A], [B], [A], [B], [A], [B], [A], [B], and [START]. The stage-select screen comes up. Choose the stage you want to play then start!

KING OF THE RALLY
While the Round demos are running, just tap in [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B] and [A] on controller 1. You hear a sound if it works. Select the round by pressing [UP] or [DOWN] and [START].

If you find you're running out of fuel while racing, pause the game with [SELECT], and key in the above. Your fuel tank is instantly replenished.

KRUSTY'S SUPER FUN HOUSE
Enter the password **JOSHUA**, with a space before and after. This enables you to exit a section without completing it — simply go back to the door and push [UP]. If you repeat this on every section, you can see the game's finale.

The next cheat helps you round up the rats in a room quickly. In any room where Krusty has at least two moveable blocks, place the first block next to a wall. Now wait until the rats cross the block and are between the wall and the block. Stand on the block and release the second block, trapping the pesky rodents. Make sure that the area between the blocks and the wall is the size of another block because then the rats compress into a single rat.
Level 1: BARTMAN
Level 2: SMITHERS
Level 3: SNOWBALL
Level 4: JEBEDIAH

KRUSTY'S SUPER FUNHOUSE (UK VERSION)
Here are five level codes for this brainteaser:
Level 1: HI KIDS
Level 2: SKINNER
Level 3: SCRATCHY
Level 4: BARTDUDE
Level 5: BOUVIEZ

LAGOON
7E052901: Infinite money
D42D6D6C Gold at 612
D92D6D6C Gold at 1,380
D62D6D6C Gold at 2,148
4D2D6D6C Gold at 8,292
912D6D6C Gold at 22,116
D422040C Start on lev 2, MP=8/8, HP=17/17, EXP 0/40
D722040C Start on lev 3, MP=10/10. HP=23/23, EXP=0/90
DO2204OC Start on lev 4, MP=12/12, HP=28/28, EXP 0/170
D922040C Start on lev 5, MP=19/19, HP=36/36, EXP 0=280
1BB5D769 Use with codes below
DFB5D7A9 + 3CB6DDD9 Get 1 gold piece for each creature killed
10B5D7A9 + 3CB6DDD9 Get 100 gold pieces for each creature killed

LEMMINGS (UK VERSION)
Here are the codes for every infuriating level...
Fun level

2: FWKQCJK	3: TWXZKRM
4: JPJXFVW	5: KTJGTJK
6: HGNNNPX	7: MLLBCPQ
8: XBVCKLL	9: JWGWBBK
10: JJGKQPH	11: PWKZSXL
12: GGWWFXR	13: JPVSDSC
14: QSPRKMK	15: BXCHLQS
16: VDGQWSX	17: QGNLNFM

18: DNPFNQR	19: FQKKFHL
20: RMHDGBX	21: ZGBVCXV
22: ZXBLWZK	23: HTLDXLB
24: ZDGHTWD	25: CFHXPSM
26: PZBXCXB	27: CWLGDPT
28: WDNLSMJ	29: WBZWWCB
30: WXRRTMV	

Tricky level

1: SVZFJVM	2: BNLDXVC
3: FNGWLWW	4: RWHTQBK
5: GGVSQDZ	6: RTWHNTC
7: PBMBPFD	8: GTGCDKQ
9: KSRXKVK	10: TBHLCRC
11: XVJKXBQ	12: TMRSZMF
13: CVSDHLF	14: WXLBJBP
15: WZNFLWF	16: FVMTNWW
17: VVDRGWD	18: SRXBPPV
19: GRZHRPP	20: XTMWFCP
21: FLMTVPM	22: KSGVVWK
23: ZBPPBXG	24: WHCHBQV
25: LHDPGNV	26: HULXXTH
27: STVNDPK	28: JFTQVSX
29: SKKWSZD	30: SFLQQWR

Taxing level

1: LGJMTCD	2: BWNQXRZ
3: WGHQVRF	4: NRQKFRC
5: QRXZLSC	6: VGPDDWR
7: HPKBCCX	8: DSWLCTG
9: GWGCJHK	10: TNJVCGD
11: XKBFSBD	12: VKKCSFV
13: SJKNWWS	14: DQDGCBX
15: QTVGPTH	16: PFFFLPS
17: BPNRSMC	18: JLGKBCZ
19: PCVKZVR	20: QNWFKVZ
21: NTHZDKK	22: XQZSRDT
23: PTPMJDV	24: LXTZBHP
25: RLQGWSX	26: MHKNCDK
27: KWGCKWD	28: RKVHCBS
29: MGVJBKZ	30: QGSMMDM

Mayhem level

1: KKXSKFK	2: NNBLXNL
3: JCPMTPC	4: TNPPCLS
5: RCPKPMD	6: GXZTLVK
7: LSWHNHR	8: SDRMFLF
9: HSHQXPK	10: CHBMWRT
11: LNRGMXC	12: WPSKBXN
13: LPBDVJJ	14: BGMLGSS
15: CZLMVGD	16: KVXLSQH
17: CQSSXRQ	18: MVRPMQJ
19: PMXDHBP	20: TWQBCXL
21: WVVFXWB	22: BSLMGQZ
23: MGGLXSF	24: DXBZRVX
25: BWQNKVK	26: RTBGJWD
27: HMGDJCQ	28: QZTJHSV
29: CQLRCHF	30: GNNBJWV

LEMMINGS

Hold down [L], [R], [SELECT] and [START] for a level-select.

Fun skill level

1: SRDTPT	2: MJDVLXT
3: ZBHPRLQ	4: GWSXMHK
5: NCDKKWG	6: CKWDRKV
7: HCBSMGV	8: JBKZQGS
9: MMDMKKX	10: SKFKNNB
11: LXNLJCP	12: MTPCTNP
13: PCLSRCP	14: KPMDGXZ
15: TLVKLSW	16: HMHSRDR
17: MFLFHSH	18: QXPKCHB
19: MWRTLNR	20: GMXCWPS
21: KBXNLPB	22: DVJJBGM
23: LGSSCZL	24: MVGDKVX
25: LSQHCQS	26: SXRQMVR
27: PMQJPMX	28: DHBPTWQ
29: BCXLWVV	30: FXWBBSL

Tricky skill level

1: MGQZMGG	2: LXSFDXB
3: ZRVXBWQ	4: NKVKRTB
5: GJWDHMG	6: DJCQQZT
7: JHSVCQL	8: RCHFGNN
9: BJWVRCQ	10: RFPZFBJ
11: JKJBRMQ	12: MZDCDTC
13: ZVMQKXB	14: ZZRHJPL
15: JFLKJPX	16: JQXRNGJ
17: WFVBVJP	18: KWVBVJP
19: TTKLKZT	20: NNFFQPV
21: ZNXBKMP	22: QSLQWTJ
23: BGFVMFR	24: PQZWDKM
25: SBCMSJS	26: BDGQRNX
27: XPPBQWL	28: JQSPRH
29: GCLKJMQ	30: SRWGXZM

Taxing skill level

1: PQFPTBP	2: HPLHRXL
3: CPZRSRV	4: SMSWSPW
5: DXCQKRX	6: MDGMJLV
7: WZWSDMK	8: HZBCFQM
9: SPRPVHR	10: BWCBKXJ
11: WRFVJDL	12: GGBCXXS
13: TTXQXQL	14: DCBBNH
15: WCBLDQX	16: PFVFXCR
17: NKVCKDN	18: QPDDJFB
19: QBGBPSW	20: JLXJWNW
21: JLHFSRF	22: WCLJNNK
23: LVFHHMM	24: MHNNCPC
25: RNMKXLP	26: XZZSDDN
27: BBTSGZC	28: LXFLJPX
29: QKZVKFT	30: WFCSHNT

Mayhem skill level

1: XNMTWVD	2: KDTJQQR
3: VNTGWRB	4: SQDLCRR
5: JHQTCPD	6: RQXNVNP
7: CBWMMLG	8: LCVDQWL
9: KDHWTJL	10: GVNKKJL
11: DXCDGNH	12: GWJTPLW
13: LNZNHWM	14: MZXZKZC
15: RWLTTCQ	16: LGJCRKM
17: SQXKBZN	18: WXTBWCB
19: NPKNRKV	20: PZQWRGP
21: DZTHVNL	22: RMDTBFQ
23: FCSLSPK	24: RNHQXVM
25: LTGGNDXH	26: LHLTDDV
27: HCBBKHV	28: MWLGVQJ
29: GSPQCRQ	30: ZTTGRFH

Sunsoft skill level

1: TPCWFMP	2: WSJCLDX
3: PVNRCMV	4: HZSQQNV
5: KCGHCNC	

LETHAL WEAPON

7EOD2830: Unlimited time
7E022606: Unlimited shields
7E021E66: Infinite ammo

LOST VIKINGS

7E04 0202 7E04 OA02 7E04 1202
Enter this code for infinite flame arrows for Baleog
7E040AOB

MAGIC SWORD

7E0431A0: Player energy
7E042304: Captives energy
Go to the options screen and go to the exit with joypad one. Now press [L], [R] and [START] on joypad two for a level-select.

MICKEY MOUSE

7E02B104: Unlimited energy
7E037202: Unlimited lives
7E035F05: Unlimited time
7E02C101: Magic costume from the beginning
7E02C201: Fireman from start
7E02C301: Choice of fireman, magic or climbing gear from start
7E02B920: Infinite water energy
7E02B720: Infinite magic energy
7E02B501: Magic costume that uses half power
7E02B601: Fireman costume that uses half power
7E02A909: Gives 90 coins at the start, and every tenth coin afterwards is 100
7E02AB0X: Start from chosen level (0 for 1, 1 for 2 etc). The Action Replay must be disabled at the end of the last level and enabled at the begining of the new one.
7E02AC00: Start from sublevel

MOLE PATROL

7E07AFAA: Infinite time (switch Action Replay off between levels)

MYSTICAL NINJA (US VERSION)

7E1AB002: Lives player one
7E1B6002: Lives player two
7E009699: Infinite time

MYSTICAL NINJA

7EOO 9695: Infinite time
7E1A AF90: Infinite money (Kid Ying)
7E1B 5F90: Infinite money (Dr Yang)
7E1A B099: Infinite lives (Kid Ying)
7E1A AA99: Infinite power (Kid Ying)
7E1B 5A99: Infinite power (Dr Yang)
7E1A B299: Infinite energy (Kid Ying)
7E1A BA99: Infinite bombs (Kid Ying)
7E1A B699: Infinite bombs (Dr Yang)
7E1A B602: Infinite Yokohama Yoyo for Kid Ying
7E1B 6602: Infinite party whistle for Dr Yang
7E1B 000A: Infinite sandals x 10 (Kid Ying)
7E1B BOOA: Infinite sandals x 10 (Dr Yang)
For those who are finding it hard going, here's a list of the passwords for each Warlock Zone. Codes vary depending on the character chosen.

Zone	Kid Ying	Dr Yang
1 — Ghost	TXZZKZ	K4HJVJ
2 — Statue	8HXXX	Z+PLQH
3 — Park	/jk232	Z+2HQH
4 — Otafu	7GRvov	+ZK696
5 — Ninja castle	XTtttW	33B8D8
6 — Mountain	Z+nHTH	TXrZyZ
7 — White mirror	33t8G8	RMTYyY
8 — Princess	4Kmy7y	MRDjlj
9 — Final story	JP2m5m	RmdV5Y

To get a sneak preview of the end sequence, try one of these juicy codes. They put you on the last level with full armour and loads of lives. The first one's for Dr Yang and the second for Kid Ying.
;1!Y8 +88Hz 8Hx6D q?8KR ZPD1X 8:!DP +
qJ#;b ;9"vB rrHyv :wbt& "2yPv bj#vy v

NBA ALL STAR CHALLENGE

123B3FOD Player 1 cannot score on 1-on-1, free throw or tournament stages
A238340D Player 2 cannot score on 1-on-1, free throw or tournament stages
A2391FOD & A237176D Player 1 cannot score in 3-point shootout
A23F176D & A23D1FAD Player 2 cannot score in 3-point shootout
These next codes work on 1-on1 and 1-on-1 Tournament modes only:
A2C63F07 & 6DC63DA7 Stop shot clock
DFC334D7 & D4C33DA7 12-second shot clock
DOC334D7 & D6C33DA7 48-second shot clock — after the 1st clock

OUT OF THIS WORLD

Level codes are:
1: FXLC 2: KLFB 3: DDRX 4: HRTB 5: BRTD
6: TFBB 7: TXHF 8: CKJL 9: LFCK

PAPERBOY 2

To make your route harder go to the options screen on the player-selection screen and enter 6479 by pressing [RIGHT] on the joypad.

PARODIUS

For full power and options, pause the game, and then press [B], [B], [X], [X], [A], [Y], [A], [Y], [UP], [L] and [START]. This can be used only once per stage.

To become invincible, pause the game, press [L], [R], [UP], [X], [R], [A], [L], [Y], [DOWN], [B], [A], [Y], [A], [Y], [R] and [START]. To quit invincibility (if you must), use the suicide command.

For three Super Bombs, pause the game, and press [X], [X], [X], [B], [B], [Y], [Y], [Y], [A], [A], [A], [L], [R], and [START].

To commit hara-kiri — suicide — enter the now-familiar Konami command. Pause the game, press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A] and [START]. Kablooey! You're dusted the same way by substituting [L] and [R] respectively for [L] and [R].

And the best cheat of the lot: stage-select and invincibility. At the player-select screen, move the cursor to Big Viper and press [UP], [L] and [X] together and hold for 15 seconds — the stage-select screen pops up. Choose a level and press [START]. For invincibility fully powered-up and fitted with all options, set 'MUTEK' to 01.

PILOTWINGS

Flight Area 2: 985206
Flight Area 3: 394391
Flight Area 4: 520771
Secret Command 1: 108048
Flight Area 5: 400718
Flight Area 6: 773224
Flight Area 7: 165411
Flight Area 8: 760357
Secret Command 2: 882943

PIT FIGHTER

7E1124A0: Unlimited energy

POPULOUS

To warp to any stage, choose a conquest game and select the pause icon. Move the cursor to the world map and hold down [L] and press [A]. Next, hold down [R] and press [Y], [B], [X], [A] and [SELECT]. Release [R] and select Armageddon. Enter the setup menu and choose Conquest. Inside the Conquest menu, press [X] and [B] to select any level.

To get full power, press [A] then [B], hold [LEFT] and press [RIGHT], press [A] [B] [X] in that order, and hit [SELECT].

PRINCE OF PERSIA (JAPANESE VERSION)

7E05 0805: Infinite energy — if you fall on spikes or anything similar, move the switch to the inactive position (on the cartridge). This enables you to restart.

PRINCE OF PERSIA

Here's a list of leve codes...

1: J5G3KPA	2: ATAKAZL
3: JZC1IJ4	4: Y3NAQN4
5: JETA5B4	6: QFZ5C3W
7: 4NV55AJ	8: A1SV5QZ
9: 4U3VAU6	10: INEZYNG
11: RLOZI1V	12: 3CD4W3C
13: NWJPILY	

Go to the password screen and enter SPECIAL; when it's rejected, cancel it and start again. Now pause and press [B], [Y], [UP], [DOWN], [LEFT], [RIGHT], [L] and [R]. If this is done correctly you'll hear a noise. Now hold [START] and press [SELECT] to get a level select.
Freeze timer: 6D320FA1
Start with two health points: D43004A5
Start with four health points: D03004A5
Start with five health points: D93004A5
Start with six health points: D13004A5
Start with seven health points: D53004A5
Start with eight health points: D63004A5
Start with nine health points: DB3004A5
Start with 15 health points: FD3004A5
Non-fatal injuries do no damage: BAA6ADA5
Non-fatal falls do no damage: 43C96D61
Non-fatal falls do more damage: D4C16701
Falls do no damage (except onto spikes): 6Dc06701
All enemies have one health point:
C260A701+DF6CDFA0
all enemies have two health points:
C260A701+D46CDFA0
All enemies have three health points:
C260A701+D76CDFA0
All enemies have four health points:
C260A701+D06CDFA0
All enemies have five health points:
C260A701+D96CDFA0
All enemies have ten health points:
C260A701+DC6CDFA0
Enemies drop dead immediately: BA69ADA1
Start on level 2: DFB7D46E
Start on level 3: D4B7D46E
Start on level 4: D7B7D46E
Start on level 5: D0B7D46E
Start on level 6: D9B7D46E
Start on level 7: D1B7D46E
Start on level 8: D5B7D46E
Start on level 9: D6B7D46E
Start on level 10: DBB7D46E
Start on level 11: DCB7D46E
Start on level 12: D8B7D46E
Start on level 13: DAB7D46E
Start on level 14: D2B7D46E
Start on level 15: D3B7D46E
Start on level 16: DEB7D46E
Start on level 17: FDB7D46E
Start on level 19: F4B7D46E
Start on level 20: F7B7D46E

PUGSLEY'S SCAVENGER HUNT

a. DDEDD76D: Start with one heart
b. DFEDD76D: Start with two hearts
c. DOEDD76D: Start with five hearts (only shows three)
d. C9CC44AD: Infinite hearts
e. DDEDD40D: Start with four lives
f. DBEDD40D: Start with 16 lives
g. 7DEDD40D: Start with 64 lives
h. DDB61FA7: Infinite lives
i. D9C9476D: Each dollar worth five
j. 49C9476D: Each dollar worth 25
k. DDBOC767: 100 dollars brings no reward
l. D4BOC767: 100 dollars gives two extra lives
m. 3BA537D4 & D9A53704: Jump higher
n. 3BA537D4 & D5A53704: Jump a lot higher
o. 3BA537D4 & DBA53704: Jump even higher

RAMPART

If you want to test your mettle on the Viking stage enter **H PPYJ Y**. If you're lucky enough to own an Action Replay cartridge enter **7E0A5A03**.

RANMA 1/2

In two-player VS Mode, you can access any character — even Happosai, a wrinkled old geezer who's harder than nails. Choose VS Mode, then any two characters. At the stage-select menu, press [R], [X] and [A] together. The debug menu comes up and you can freely choose competing characters.

To play yourself, hold down [L] and [R] and press [UP] on control pad one, then press [START]. To enter configuration mode, hold down [L] and [R] on both joypads and select two-player at the main menu. You can choose all the players including Happy (the bonus-stage dude!) and alter the players' stats. Press [SELECT] to change the scenery.

To select any of the eight players, go to one-player mode, hold [L] and [R] and select with [LEFT] and [RIGHT].

RIVAL TURF

Here's a cool but completely useless cheat enabling you to change the names of all the characters. Get a high score and enter your name as CHRCONF — you enter a character configuration screen that allows you to change the names.

ROAD RUNNER'S DEATH VALLEY RALLY

Invincibility: 7EIF IEO6
Unlimited turbo boosts: 7EIF ID2O
Infinite lives: 7EIF 2OO2

ROBOCOP

For unlimited continues, wait until you use your last continue and the game freezes. Then press [SELECT], [START], [B] and [A] at the same time. for another continue. Repeat the process infinitely!

ROBOCOP 3

To top up your power supply in the middle of a level, press [START], then press [SELECT] three times. This

should give you a full power supply.
7E02AC01: Start from sublevel
7E02AC02: Start from sublevel
7E02AC03: Start from sublevel
7E02AC04: Start from hidden treasure boxes
7E02AC05: Start from hidded general stores
7E02AC06: Start from where the magic cape is
7E047738: Unlimited energy
If you start off with the costumes, change to normal Mickey in order to pick up the cape on level 2.

ROCKETEER

Try the following passwords:
490-629-312, 435-765-818, 775-454-215, 318-469-417, 040-473-312

ROYAL RUMBLE

7E06423A: Infinite energy
7E021E07: Don't get counted out .
Just before the LJN logo comes up there is a lot of writing. As this comes up, keep pressing the Y&B buttons together repeatedly until you hear a noise like someone being punched.
Then pick any of the options (ie singles, tag team etc)
When the bout begins, punch your opponent TWICE and his energy vanishes, leaving you to pin him.

RUN SABER

7E1F2303 for infinite Lives

SIM CITY

Spend all your money, set the tax rate at zero and wait until the end of the year. When the budget screen appears, hold down [L] and exit the screen. Quickly reenter the budget screen (still holding [L]) and boost all your funding levels to 100%. Hey Presto! $999,999 is yours. Don't spend it all at once!
Get down to some special effects with these mind-blowing Game Genie codes !
FDC36DA4 10 green jemeralds for an extra life
9DC36DA4 50 green jemeralds for an extra life
DDC36F04 Each green jemerald gives an extra life
5D66DFA7 Slower timer
F366DFA7 Faster timer
6DCBA404 & 6DCCA4D4 Die when touched
DD6BDF07 Infinite time
D46BDF07 Time goes by twice as fast
D06BDF07 Time goes by four times as fast
D72C26704 Each green jemerald is worth 3
DBC26704 Each green jemerald is worth 9
FBC26704 Each green jemerald is worth 19
49C26704 Each green jemerald is worth 25
DDCAADO4 & DDBB6D61 Infinite lives
Start with:
DF83D765 1 life
D783D765 3 lives
DB83D765 9 lives
FB83D65 19 lives
9AD83D765 50 lives
BB83D765 99 lives

SKULLJAGGER

7E17C305: Infinite lives
7E0AE50X: Gives X red crystals
7E17C20X: Gives X green crystals

SKY MISSION

Try these passwords and take to the sky.
Marcel LeBlanc
FGYHMBL! nG!xF!
r5xKDJC2pf!V
HCcMJ6!brG!v!
VrBPWPBHvW! Z
T!LRLRLwBBF!B!
sYOWDcG!QBwL (Ace)
Fz!LDFY!PIL!c (Military Medal)
G!YDZhIPC!!n!4G
hBWOJHj3BH!Q (Croix de Guerre)
Last few codes
BwMIBk
mKCBw!G (Last Red Baron level)

SMARTBALL

When the title screen appears with the words 'Push start button', press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A], [SELECT] and [START]. This takes you to stage 4-A.
Try this selection of codes for this cute action game. Choose from codes that add extra lives, give protection, and add jumping power. If you're good enough, you can try mastering the game with the first code.
D96D676D Start with 5 lives
DC6D676D Start with 10 lives
FB6D676D Start with 25 lives
746D676D Start with 50 lives
176D676D Start with 99 lives
C2B90FOD Infinite lives
C2BEA467 Protection from most enemies
C26604A7 Infinite red balls on pick-up
7762040D & DE620FAD Go to any level
ECC3DF6D Super jump
E1C3DF6D Mega jump

SMASH TV

To warp to any level go to the player-select/options screen and enter [RIGHT], [RIGHT], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and the level select menu appears. Choose the level where you want to start.

If you fancy the ultimate challenge, play at turbo speed! Go to the options screen and enter [LEFT], [RIGHT], [LEFT], [UP], [R], [R].
To warp to any level go to the player-select/options screen and enter [R], [R], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and a level-select menu appears. Choose the level where you want to start

To play at turbo speed, go to the options screen and enter [L], [R], [L], [UP], [R], [R].

SOUL BLAZER

Type in 7E1B 8810 for 16 life points once you reach 1,000 experience points.

SPACE MEGAFORCE

7E015202: Unlimited bombs
7E015702: Infinite lives

SPANKY'S QUEST

Here are the passwords to the first six levels of this great platform/puzzle game.

SPIDERMAN AND THE X MEN

7E10F880: Unlimited energy
7E010003: Infinite lives
7E063600: Gives Spiderman much higher jumps

STARFOX/STARWING

OBD2F4XX: Number of Nova Bombs to start with
OBE2156B: If dead 'Stops and Hovers'
OBD2DAD: When killed damage is not repaired
1FD1466B: Stops all shooting
OBEO73XX: Change Nova Bombs to other weapons 24=Normal, try 22.
OBE115XX: Change laser to other weapon.
OBEOE4DO: Full fire power
O3AC6760: Removes the pictures from the map Screen.
Take a break from blitzing Andorf's twisted military might and scope out the character catalogue of this breathtaking 3D shoot-'em-up. Play the game and get a score of over 15,000 points. After losing your last craft, at the continue menu press either [DOWN], [Y] or [B] on controller two to change the displayed character. Controller one can be used to manipulate the character, including zoom and ghost imaging while rolling and tumbling. A neat look at some of your worst enemies, but not all — the stage bosses aren't for show!

STREET FIGHTER II (JAPANESE VERSION).

Effects may vary using UK or USA versions.
Magic throws player one: 7EOE6000
Magic throws player two: 7EOC6000
Mess player one: 7EOC580
Mess two player: 7EOE1580
Good dragon punch player one: 7EOC2E00
Small jumps dragon punch player two: 7EOE2EOO
Player one gets hit without being touched: 7EOCO3OE
Player two gets hit without being touched: 7EOE03OE
Gravity pulls left (jump only) player one: 7EOC3OF6
Gravity pulls left (jump only) player two: 7EOE30F6
Player one is invincible: 7EOC2BBO
Player two is invincible: 7EOE2BBO
Player one loses all his energy then becomes invincible: 7EOC2BOO
Player two loses all his energy then becomes invincible: 7EOE2BOO
Two special moves at once for player one: 7EOD8000
Disappearing dragon punch for player one only: 7EOD8001
Strange throws player one: 7EOL1230
Strange throws player two: 7EOE4230
Player one gets a perfect: 7EOE2BB8
Player two gets a perfect: 7EOC2BB8
Arcade perfect! Guile's handcuff, minus the big combination. Just use medium throw.: 7EOL0581
Zangief's death-dealing combo player one. Have switch enabled before starting and pick Zangief!: 7EOCO3OC
Zangief's death-dealing combo player two: 7EOE030C
Stunning flame death player one: 7EOCO3OE
Stunning flame death player two: 7EOEO3OE
Player one gets nine million points for dragon punch: 7EOC23BO
Player two gets nine million points for dragon punch: 7EOE23BO
Dragon punch kills with one hit player one: 7EOL23AO
Dragon punch kills with one hit player two: 7EOE23AO
Faster moves player one: 7EOC5600
Faster moves player two: 7EOE56OO
Player one is covered in blood: 7EO48300
Bounce! Good dragon punch. Jump! — player one: 7EOL3201
Bounce! Good dragon punch huge jump — player two: 7EOE3201
Good dragon punch, normal jump — player one (Ken/Ryu): 7EOL3204
Good dragon punch, normal jump — player two Ken/Ryu, Blanka, Zangiel have slightly higher jumps: 7EOE3204
Dragon punch goes straight up and gravity pulls left on jumps — player one: 7EOL2DB8
Dragon punch goes straight up and gravity pulls left on jumps — player two: 7EOE2DB8
Replace * with number or letter to fight desired character — player two: 7EOED10*
Replace * with number or letter to fight desired character. — player one: 7EOCD10*
Character glides away slowly and gracefully — player one: 7EOC2FOO
Character glides away slowly and gracefully — player two: 7EOE2FOO
Small jumps, normal dragon punches. — player one: 7EOL32B8
Small jumps, normal dragon punches — player two: 7EOE32B8
Flashy shadow. — player one: 7EOC4000
Flashy shadow — player two: 7EOE4000
Mess 2 — player one: 7EOC1EOO
Mess 2 — player two: 7EOE1EOO
Fast magics i.e Sonic booms, yoga fires — player one: 7EOCB901
Fast magics i.e Sonic booms, yoga fires — player two: 7EOEB901
Character fights back on his own! 1 player : 7EOCO30A
Character fights back on his own! 2 player: 7EOE030A
Sprite lock — player one: 7EOC030B
Sprite lock — player two: 7EOE030B
Not there. — player one: 7EOCFB63
Not there. — player two: 7EOEFB63
Invisible. — player one: 7EOCOOOO
Invisible. — player two: 7EOEOOOO
Player one only faces left: 7EOC1400
Player two only faces left: 7EOE1400
Player one only faces right: 7EOC1450
Player two only faces right: 7EOE1450
Character is upside-down, amusing dragon punches — player one: 7EOC1480
Pick Red Ken and look at his suit! one player: 7EOC1485
Pick (upside-down) Red Ken and look at his suit! — player two: 7EOE1485
Player two same as above and pick Ken/Ryu and stand in front of Guile's box or bison's statue : 7EOC16D1
Sprite lock — player one: 7EOC1711
Sprite lock — player two: 7EOE1711
Gibberish — player one: 7EOC1950
Gibberish — player two: 7EOE1950
Weird one — player one: 7EOC18FF
Weird one — player two: 7EOE18FF
SFII logo moved to left-hand side: 7EOOB313
When tripped up or die you get burnt — player one.: 7EOCF207
When tripped up or die you get burnt — player two.: 7EOEF207
Background disaster. Try hondas level: 7EOO0621
Slides when being hit — player one: 7EOC8655
Slides when being hit — player two: 7EOE8655
No energy bar! Player one has new colours *: 7EOCOD5D.
No energy bar! Player two has new colours *: 7EOEOD5D
Players travel at slow speed and player one can't be hit.: 7EOLOOF6
Same as above for player two: 7EOEOOF6
Mini-sprite mess. — player one: 7E05OA74
Sprite mess! both players: 7EO5O5AO
background mess: 7E05032O
Newish foreballs. Ken has a new face when he blocks (standing): 7EO526D3
* Occasionally the energy bar is two orange strips.

Sound FX
Punch/kick sound FX of pause, try a hurricane kick to see a spectacular cockup — player one: 7EOCB9F2
Same as above for player two: 7EOEB9F2
Punch/kick = sound FX of plane. Kick crashes the game. — player one: 7EOCB9F4
Same as above for player two: 7EOEB9F4
Punch/kick = sound FX of being burnt. More hurricane cockup!: 7EOCB9F6
Same as above for player two: 7EOEB9F6
Punch/kick = sound of being burnt and painfully slow backward fireballs. — player one: 7EOCB9F7
Punch/kick = same as above, but fight the computer using this code and look at jump kicks especially Ryu's. — player two side: 7EOEB9F7
Punch/kick = sound of FX of 'ROUND' — player one: 7EOCB9F8
Same as above for player two: 7EOEB9F8
Hilarious hurricane kick and speech of 'ROUND'. — player one: 7EOCB9F9
Same as above. — player two: 7EOEB9F9
Sound FX of 'FIGHT' for punch/kicks, high-speed fireballs, same hurricane as B9F9: 7EOCB9FA
Same as above for player two: 7EOEB9FA
Punch/kick = SFX of barrels — player one: 7EOCBPFD
Same for player two: 7EOEB9FD
No sound FX for either player: 7EOCB9FE
NO MUSIC: 7EOB O6F3
Colours
Turn Ryu's sky green (looks good): 7EO3 OOCO
Outline of energy bar is pink: 7EO3 OFDO
Energy bar's yellow part is pink: 7EO3 ODDO
Energy bar's red part is brown: 7EO3 OA75
Energy bar's red bit is green: 7EO3 OA83
Energy bar's yellow bit is bright green: 7EO3 OCDO
Green biker has stripey shorts, plus Blank's face is covered in blood on character-select screen: 7EO4 6A9D
Pink strip in title screen and hondas floor is very strange: 7EO3 4FDO
Pinkish capcom sign plus VS' sign: 7EO3 6FDO
New letters (looks good): 7EO3 O5F3
Same as above with black outlines: 7EO3 O5OO
Pink floor Ryu: 7EO3 EFDO
Look at Ryu's sky: 7EO3 O1D1
Daytime (Ryu's level): 7EO3 O1FF
Please note all the codes were found on the Japanese version of *Street Fighter II*, and might do slightly different things on the UK or American versions.

STREET FIGHTER II

If you can't wait for *Street Fighter II Turbo*, try these SNES Action Replay codes.
7EOC 3680: Dhalsim's teleport (use Left and Right)
7EOD 9B6A: Ryu/Ken's air hurrcane (use Down)
Paul Smith, Stourbridge, West Midlands
7E0C6001: Speed Fighter! Speeds the game up to double speed.
7E0CB200: Allows all special moves for player one to be done in midair
7E0EB200: Allows all special moves for player two to be done in midair
7E0CD002: Player one needs only one win to go through to the next round
7E0ED002: Player two needs only one win to go through to the next round
7E0ED10X: Player one can play any enemy all the way through the game. Using the numbers 0-9 and AB for X selects the appropriate bad guy.
7E0CD10X: Same as above for player two
To get Championship Edition, press [DOWN] and [R], then [UP] and [L], then [Y], [B], [X], [A] when the title screen showing Capcom appears (before the *Street Fighter* logo!). You've only got about a second and a half to enter the cheat. If it works you hear a ping and the screen turns blue.
7E0C 2BBO: Infinite energy
7E1A C899: Infinite time
7EOC EBBO: Infinite energy player one
7EOE 2BBO: Infinite energy player two
7EOC ODOO: Same player in same colour (normal colour, player one)
7EOE ODOO: Same player in same colour (normal colour, player two)
7EOC OD20: Same player in same colour (championship edition colour, player one)
7EOE OD20: Same player in same colour (championship edition colour, player two)
7EOC 35BO: Silly mode (player one)
7EOE 35BO: Silly mode (player two). To get player down, turn switch down.
7EOB F220: Both be the same player

STREET FIGHTER II TURBO

To boost the maximum turbo setting from four to a massive ten, input the Capcom cheat, which is [DOWN], [R], [UP], [L], [Y], [B], [X], [A] when the Capcom logo appears, and keep repeating it until the word 'turbo' flashes across the screen. If you have done this correctly you're able to put the turbo settings right up to ten.

You can also disable all the special moves in the game for the human player, making it much tougher to complete. To do this input the good old Down, [R], Up, [L], [Y], [B], [X], [A] cheat when the Capcom logo appears — as in the original game — and you should hear a ping.

STRIKE GUNNER (STG)

7E023A03: Infinite lives player one
7E024403: Infinite lives player two
7E023F03: Weapon energy player one
7E024903: Weapon energy player two

SUPER ADVENTURE ISLAND

7E030D05: Infinite lives
7E0D6C20: Unlimited energy. Turn off the Action Replay for a few seconds at the end of level for bonus.
7E030D02: Infinite lives

SUPER ALESTE

7E015203: Bombs
7E015702: Infinite lives.
7E015203: Unlimited smart weapons.
7E006EOX: Selects weapon. X denotes weapon wanted -1 ie, to select missiles which are number 5 enter X as 4.
7E006FOX: Weapon selected power-up level. The value of X is 0-6.

NOTES ON THE ABOVE
(i) If a weapon level of 2 or above is selected and the enable switch is left on [up], your ship is indestructible.
(ii) To gain the correct weapon and level enable the action replay;
(a) before starting the game
(b) right after being destroyed
(c) at the end of the area
or the weapon may not act or power-up as expected.
(iii) Mix weapons for weird results: set 7E0006E02 and 7E006F06 and leave the switch enabled [UP]. Then select a sprite weapon power-up during play and watch the twin weapon (level 6 circles and sprites!).
7E0152XX: Bombs available. Maximum value is FF (9225), but to display the number correctly don't exceed 99 as the value for XX
7E0153XX: Number of enemy erasers collected. By setting XX to FF you never have to restart at the beginning of an area, you just continue.
7E015404: Changes the appearance of missiles when using weapon 5.
7E0157XX: Lives available. Maximum value is FF (255) but to display the number correctly don't exceed 99 as the value of XX.
7E01580X: Ship speed. Values 0-3 for X are normally selectable. 4=very slow, 5=very fast and 6=no movement.
7E0242XX: Area (level select)
Standard Game XX=00-11(17 decimals) 18 levels
Short Game XX=00-07 (8 levels)
Level 6 gives strange sound FX
In both games XX=00 will play area 0.
To continue after the level is complete, disable the action replay before the level ends.

SUPER BATTLE TANK

Fire your gun at any target, and as soon as the target flashes press [START] and [PAUSE]. The target continues to flash. Pretty soon you're able to destroy anything with just one shot from your gun.
7E049E42: Unlimited 120mm cannon
7E04A001: Unlimited laser-guided missiles
7E006700: Clear player's tank damage when Action Replay is turned on
7E05C4FF: Unlimited fuel
7E04A296: Unlimited machine gun
7E00250X: Start from level X+2 — for example, if you enter X as 4 you start from level 6

SUPER DOUBLE DRAGON

Here's a ruddy cool cheat giving unlimited continues for two players. After both players have lost their last lives and the screen flashes 'Credit=1' above each player, press the [START] on both joypads at the same time.

As if by magic you both come back to life and can share seven credits — wicked!
7E00DC02: Unlimited lives. When you leave Action Replay the screen corrupts for a few seconds — don't worry, it hasn't crashed!
Battle your way through this game with these mind-numbingly splendid Game Genie codes.
DF8B04DB Start with 1 credit — 1 player game
9B8B04DB Start with 9 credits — 1 player game
DF8BO7OB Start with 1 life — 1 player game
D18B07OB Start with 6 lives — 1 player game
DB8B07OB Start with 9 lives — 1 player game
4A8B6DA5 Infinite lives — Player 1
DF88070B Start with 1 credit — 2 player game
DB88070B Start with 9 credits — 2 player game
DF8A0D6B Start with 1 life — 2 player game
D18AOD6B Start with 6 lives — 2 player game
DB8AOD6B Start with 9 lives — 2 player game
4A8B6705 Infinite lives — Player 2
DDBOD725 Dragon power increases faster
D7CODD90 Prolonged maximum Dragon Power

SUPER EDF

To become invincible pause the game and press [A], [B], [X], [Y], [L], [R], [UP], [DOWN], [L] and [R].

SUPER FIRE PRO WRESTLING 2

Enter the password KPUJL 4U7N7 GZSWU R6E71 3DXI5 FIJKO ONMTC YSQWX TL to go straight into the points tournament final in one-player mode. In the championship belt tournament you come up against three wrestlers who are not in any other part of the game. Their codes are:
PYCOQ HKAR6 2B7ZI RK3IM
YW7GE 2J3SB 2WPGH 5XD54
L7GK3 XIDMC AUTQH MIRHJ
76TGF AYR4U A6LGF SPFQB
B7
Championship belt challenge
6HTS7 WZPAN JQOIX AZKX3
HFOVT JYKBQ JF6VT SWDQP
NZ
Enter 4SSSU GFSIS PZ5NF YOHSX
CDRXK LX34M MIEB7 V50MR
WM
To go straight into the points tournament final in tag-team mode.
Enter the password PIIEV 2JQTZ EU6WJ HPHAN AI4NC KNOPT TSRYH 5XEP4 UU
You'll be straight into the tag-team championship belt match.
Enter the password CUV27 34KWT PL to get into the points tournament final in one-player mode.
AY3Y3 EVXED 6Q gets you straight into the championship belt match in one-player mode.
D2HZS 7S3JL 4R takes you to the points tournament final in tag-team mode and with D2PNW 3WPVT EJ you'll be straight into the tag-team championship belt match.

SUPER GHOULS 'N' GHOSTS

7E02 A402: Infinite lives
7E02 A905: Infinite time
To access the level-select, go to the options screen on your second joypad. Point the arrow to EXIT, then press [L] and [START]. Now press [START] on joypad one.
7E044A01 Protection against enemy and bullets.
7E027602 Immune to enemy attacks.
7E1FA503 Many items.
7E14BA04 Golden armour.
7E0A5B02 Fast Monsters sometimes.

SUPER MARIO KART

When the guy in the cloud (Lakitu) floats down with the starting lights, wait for the first light to flash and then hold down [B]. After the lights have finished you'll zoom ahead of your opponents.
By now, most are probably aware of a 'ghost' appearing in time-attack mode. Drive carefully without wiping out or going off the course, retry the same course immediately and your drive from the preceding time trial is played back by a 'ghost'.

You can compete against the 'ghost' with the same kart or any other one. Save your 'ghost' by holding [L] and [R] and pressing [A]. The 'ghost' is available for that course for all future time trials. Sadly, only one 'ghost' can be saved per course.

SUPER MARIO ALLSTARS SM1

7E172A05: Infinite lives for Mario
7E173605: Infinite lives for Luigi
7E07EB09: Unlimited time. Switch Action Replay off at the end of each level
7EO75606: Invincible plus fire, when hit makes Mario big.

SUPER MARIO ALLSTARS SM2

7FFBO2XX: Replace XX with the required stage number
7EO75A05: Infinite lives for both Mario and Luigi
7E07EB09: Unlimited time
7E075606: Invincible plus fire, when hit makes Mario big.

SUPER MARIO ALLSTARS SMUSA

7E04EE05: Infinite lives for all characters
7E04CB3C: Always active super jump
7E04C33F: Unlimited energy
7E04E130: Invincible
7E1DE20A: No music
7E1DE2XX: Replace XX with number of tune

SUPER MARIO ALLSTARS SM3

7E073605: Infinite lives for Mario
7E073705: Infinite lives for Luigi
7E05F009: Unlimited time for both Mario and Luigi
7E1DA263: Coins are always at 99, every coin collected adds 1 to your lives counter
7E0747XX: Replace XX with number to change Mario's image.

SUPER MARIO WORLD

To re-enter a castle press [L] and [R] simultaneously.

SUPER MARIO WORLD (UK)

7EOD B405: Infinite Marios
7EOD BE05: Infinite Luigis
7EOD C101: Infinite Yoshis for Mario and Luigi, get coloured Yoshi
7EOD C201: Infinite mushrooms (players one and two) Then turn switch up.
7EOD C202: Infinite fire flowers (players one and two)
7EOD 203: Infinite stars (players one and two)
7EOD C204: Infinite cape feathers (players one and two)

SUPER OFF ROAD

To make sure you never fail to qualify, select the two-player option but only use joypad one. Player two alway comes last (what a surprise!), enabling you to make it through to the next stage.
7E061B06 Infinite nitro.
7E062706 Full speed ups.
7E062306 Full tyres.
7E062B06 Full shock absorbers.
7E061F06 Full acceleration.
7E056313 enabling switch increases money.

SUPER PANG

Codes for extra lives and credits and codes 'r' — 't' give you more time on each level to get rid of those troublesome bouncers!!
DD610DDA + DD69A767 Start with 1 life
DF610DDA + DF69A767 2 lives
D4610DDA + D469A767 3 lives
DO610DDA + D069A767 5 lives
D9610DDA + D969A767 6 lives
D5610DDA + D569A767 8 lives
DB610DDA + DB69A767 10 lives
DDB46F04 Infinite lives
DD610DOA + DD61AF67 Start with 1 credit
DF610DOA + DF61AF67 2 credits
D4610DOA + D461AF67 3 credits
D7610DOA + D761AF67 4 credits
D9610DOA + D961AF67 6 credits
D5610DOA + D561AF67 8 credits
DB610DOA + DB61AF67 10 credits
C9BB6FA4 Infinite credits
FB8464D4 Clock runs faster
108464D4 Clock runs slower
A68464D4 Clock runs much slower
DD876DA4 Clock is frozen (Infinite time)
D42BA7DO Extra credit after 2 food items
D02BA7DO Extra credit after 4 food items
D12BA7DO Extra credit after 6 food items
D62BA7DO Extra credit after 8 food items
3C2BA460 Food items never give extra credits
DO NOT COMBINE ANY OF THE NEXT CODES
D184AD68 Double harpoon pick-up gives machine-gun
C96E6FD6 Never lose weapon (unless you pick up another)
D786DF64 + D78CD4A4 Panic mode has 2 levels
D186DF64 + D18CD4A4 Panic mode has 5 levels
D886DF64 + D88CD4A4 Panic mode has 10 levels
F986DF64 + F98CD4A4 Panic mode has 20 levels
For a level-select, go to the the game-select screen and press [L], [R], [R], [L], [UP] and [DOWN].

SUPER PROBOTECTOR

In two-player mode, if one player is dead and has no lives left, he can trade in his smart bombs for extra lives by pressing [A].

If you own a rapid-fire pad, grab any two weapons (except the flamethrower). Now hold buttons [B] and [X] to fire with both guns together.

On the title screen press [DOWN], [R], [D], [D], [R], [R], [START] for 50 extra lives. To gain access to the hidden level-select on the title screen press [L], [DOWN], [DOWN]+[L], [L], [START].

SUPER R-TYPE

To get a weapon-select, go to the title screen and press [DOWN], [R], [R], [DOWN], [R], [R], [DOWN], [R], [DOWN], [DOWN], [START]. As soon as the action starts, pause and press [R], [R], [DOWN], [Y], [DOWN], [R], [DOWN], [L], [R], [DOWN], [R], [R]. Choose your laser by pressing either:
A — Air-air laser
B — Air-ground laser
X — Reflective laser
Y — Split laser
R — Shooting gun

Now press [A] for a homing missile or [X] for an air-ground missile. Happy blasting!

At the title screen, hold down the [R] button and press [UP] nine times: you'll hear a tone. Start the game, then hold down [PAUSE]. Hold [R] then press [SELECT]. Use [UP] and [DOWN] on the joypad to choose your level.
7E16E102 Infinite lives.
7E16E381 Infinite time.

SUPER SMASH TV (US)

7E053105: Infinite lives player one
7E053205: Infinite lives player two
7E189906: Weapon energy player one
7E189A06: Weapon energy player two

SUPER SMASH TV

Go to the options screen and select Easy, leave Easy highlighted and wait for a minute. Then press the [L] and [R] rapidly. You hear the word 'bingo' and get into the secret sound-test screen.

To get seven extra lives and seven extra continues, bring up the one-or-two-player-selection screen. Press [DOWN], [L], [R] and [UP]. You enter a special options screen.
To avoid fighting any enemies enter the circuit-select code — press [R], [R], [UP], [DOWN], [R] and [L] on the title screen.

When you've chosen which level you want to begin on, start the game. Before you enter the door in the next room, hold down [SELECT]. When you go into the next room all the bad guys die and after a few seconds a voice says 'let's go.' As if by magic, all the exits open. Repeat this to complete the game.
7E053105: Infinite lives.
7E189906: don't lose weapon till you pick up another.
7E18A901: Player 1 is invincible.
7E18AA01: Player 2 is invincible.
7E1B3C03: Unlimited credits.

SUPER SOCCER

Choose a two-player exhibition game and let player one choose his team first. Player two selects any team, holding down [B] and [START], and automatically becomes the Nintendo team!
7E10F803: No opposition goalkeeper for first half

For a sound test go to the title screen and press [R] and [Y] together, then enter the password UURUDUUDLUL.

SUPER STAR WARS

At some points in the game, it's possible to access the sound test so you can listen to all the cool sound effects and those classic John Williams compositions. During gameplay, keep [A], [B], [X], [Y], and [SELECT] pressed and hit [START]. This cheat doesn't always work — for instance, the sound test screen can't be accessed when Luke's piloting the Landspeeder.
Here are a couple of cheats that may help you get through some of the tight spots. At the title screen, press [X], [B], [B], [A] and [Y] in sequence. If you hear an animal-like sound, you've scored yourself five continues.

If you prefer, you can start the game equipped with a light sabre right away. Also at the title screen, press [Y], [Y], [X], [X], [A], [B], [X]and [A]. Unfortunately, you can't use both cheats at the same time.
7436C4AO 50 lives
1736C4AO 99 lives
C23D4467 Infinite Lives
CB6837D7
DE38CF60 15 continues
FB38CF60 25 continues
7438CF60 50 continues
1738CF60 99 continues
4A261DD5 Infinite continues
1D3947A7 Invincibility (falls still kill you)
DDB9C4D7 Choose any character from start
Also:
DD8A3FO5 Han & Chewbacca begin with a blaster
D48A3F05 Han & Chewbacca begin with a Seeker gun
D78A3F05 Han & Chewbacca begin with a Rapid Ion gun
D08A3FO5 Han & Chewbacca begin with a Plasma gun
DDB9CDD7 Begin game with the Light Saber
553D4DD7 Blaster power-ups remain
4OA44464 Fuel power-ups give maximum fuel
DF674FAF & 1 Jawa needed to pass land
DF604D6F Speeder levels
D9674FAF & 5 Jawas needed to pass land
DC604D6F Speeder levels
DC674FAF & 10 jawas needed to pass land
DC604D6F speeder levels
FB674FAF & 25 Jawas needed to pass land
FB604D6F Speeder levels
74674FAF & 50 Jawas needed to pass land

SUPER STRIKE GUNNER

7E023A03: Infinite lives

SUPER SWIV

This is an excelent little trick sent in by John Thomas of Oxford. Press Select on the title screen to get the option of a two-player game, then on this option screen press Start and [A] at the same time. You can now start a one-player game in control of both vehicles! It may take a little time to get used to but it proves very useful, doubling your firepower.

SUPER TENNIS (JAPANESE)

For an exhibition match against Tomkin, enter: K8XD3HR, FTLWJPC, 2GNYBQI, 4065C6P, DJSTK8X, D3HRFTL, WJPVKMW, IJJ.

Waste him and a congratulations screen appears. You're given the secret command; [L], [L], [L], [L], [L], [X], [R], [R], [R], [R], [R], [R], [R] and [X]. Input this with the second joypad on the player-select screen and you get a harder difficulty level.

SUPER TENNIS (UK)

On the player-select screen, press [L] five times, [X], [R] seven times, and then [X] on controller two. This gives your player the best abilities available.

John's the best player on the circuit, and here's a complete list of codes for every stage:

Melbourne: Hard: C6VLMVT, M8YD3HR, FWLWJSD, 3HP?CQ2, 4075C6P, DJSTK8X, D3H8FQL, VCX
Nairobi: Lawn: HZ7N698, G7RHJWZ, CYD3LS, GVMYKPD, 2GPYBQ1, 4065C6P, DJSDKPY, MBC
Paris: Clay: V117G?L, 6JVLVP2, KSD3HRZ, CT37296, C6QDJST, K8XD3HR, TLLJRF, ZKS
Beijing: Hard: ?24KKOV, 7KVRVS3, NTD3HRZ, CT47396, C6QDJXT, K8XD3GR, FTLVJTG, ZGS
London: Lawn: 32W?1Z, TF6WR3L, V76178F, 8SHMWYL, 8ZG4HWF, TLWJPC2, GNY9RJ8, 6B4
Tokyo: Hard: 56D1NZW, HNXVYT3, PXL3HR?, DT573B6, G8RFJXT, K8XD3HR, FTLVMSJ, ZNS
New York: Hard: M?Q51MB, Q2N8H9V, S6FR284, 8CJBTNL, VXPFXJ3, HRFTLWJ, PC2FWQJ, 3JO
Don J: Clay: BQ14065, C6PDJST, K8XD3HR, FTLWJPC, 2GNYBQ1, 4065C6P, DJS80R3, MBC
If you've got a soft spot for one of the less-talented players, boost their skill level by entering this cheat: on the player-select screen press [L] five times, [X] once, [R] seven times, and [X] on controller two.
The first code below is for round eight. The second gets

you into the legendary exhibition match.
1: 9DVHPDR YL?VITX
NGLQOHW 3C5H6GD
TGLZTL8 XD3HRFT
LWJNLMN OJ4
2: K8XD3HR FTLWJPC
2GNYBQI 4065C6P
DJSTK8X D3HRFTL
WJPVKMW IJJ
Here's a code to get you to the last championship, with the largest possible amount of points:
K8XD3HR FTLWJPC ZGNYBQ1 4065C6P DJSTK8X D3HRFTL WJPUKMW !GG

Use the following codes to give Super Speed to the player of your choice:
D760AFAF+D761AFAF
Matt: DD290DA5
Amy: DD29ADA5
Brian: DD21ODA5
Kim: DD21ADA5
Phil: DD250DA5
Lisa: DD25ADA5
John: DD260DA5
Erin: DD26ADA5
Myer: DD2BODA5
Donna: DD2BADA5
Rich: DD2CODA5
Deb: DD2CADA5
Hiro: DD28ODA5
Colette: DD28ADA5
Steve/Nancy: DD2AODA5/DD2AADA5
Rob/Yukka: DD2AADA5/DD22ADA5
Mark/Barbie: DD23ODA5/DD23ADA5

SUPER TURRICAN
7E04FB04: Infinite lives
7E04FFOC: Unlimited energy
7E050330: Unlimited wheel time
7E050A03: Infinite smart lines
7E050909: Unlimited time to finish a level

SUPER VALIS
7E0FB528: Energy
7E0FAE10: Unlimited special attacks

TEST DRIVE 2
When the game starts and you begin to race press the [L] and [R] buttons on the second controller. You will now be able to fine-tune just about everything on your car.

When you are driving along, pressing [A] pad two causes your car to jump.

THE ADDAMS FAMILY
Wait until the game goes into demo mode and Gomez picks up a power-up. Now start the game and you begin carrying the same power-up. Don't forget when you get the Game Over screen to walk left past the Continue door to get four extra lives.

To access a special hidden room, Behind the Stairs, go left in the Hall of Stairs until you're under the door above you. Now push up and a door will open. Another useful source of coins and lives is the chimneys. Climb the noose at the far left of the grounds to get the Fezicopter. Now fly right and go down the first chimney. When you exit, go back down the chimney and you find another bonus room. With all these extra lives the task at hand's made much easier.

If you're still having problems you could try one of these handy passwords:

Code	Effect
&1Z1D	three hearts, eight lives &Z#KC
	three hearts, 11 lives + Pugsley
?ZZKR	four hearts, 18 lives + Pugsley
?DK96	four hearts, 22 lives + Pugsley, Granny
?LSR4	four hearts, 33 lives + Pugsley,Granny and Fester
BLS1T	last level + five hearts
1111	100 lives

Here's a bonanza of tips.

At the Addams residence, go left to the gallows. Climb up and grab the flying Fez, then go down the west and east chimneys and pick up all the goodies. To start the game with an extra hit, go out of the first door on the left . Climb the tree and defeat the giant Budgie. He'll give you the password **&191?**.

If you're really greedy you can go to the kitchen; go left and you'll eventually come across the Snowman. Kill him and you'll get the password **?191D**. You can now start with the maximum two extra hits.
7E00AC05: Infinite lives
7E00C302: Invincible

THE COMBAT TRIBES
Enter the code 9207 in two-player mode to match any of the game's characters against each other.

THE LEGEND OF ZELDA
7EF36D50: Invincible ten hearts
7EF36E80: Unlimited magic energy
7EF37746: Unlimited 70 arrows
7EF34332: Unlimited 50 bombs

THE LOST VIKINGS
Use these passwords...
Star Base
1: STRT, 2: GR8T, 3: TLPT, 4: GRND
Prehistoria
1: LLM0, 2: FL0T, 3: TRSS, 4: PRHS, 5: CVRN, 6: BBLS, 7: VLCN
Egypt
1: QCKS, 2: PHR0, 3: C1R0, 4: SPKS , 5: JMNN, 6: TTRS
The Great Factory
1: JLLY, 2: PLNG, 3: BTRY, 4: JNKR, 5: CBLT, 6: H0PP, 7: SMRT, 8: V8TR
Wacky World
1: NFL8, 2: WKYY, 3: CMBO, 4: 8BLL, 5: TRDR, 6: FNDR, 7: FNTM, 8: WRLR
Space Ship
1: TRPD, 2: TFFF, 3: RFGT, 4: 4RN4, 5: MSTR

THE ROCKETEER
Try the following passwords:

490	629	313
435	765	818
435	454	215
318	469	417
040	473	312

THE TERMINATOR
7E031F08: Infinite energy.
7E031C05: Infinite lives.

THUNDER SPIRITS
To access a souped-up options screen, make sure both joypads are plugged in then press [SELECT] and [START] on the title screen to highlight the original options menu. Clock the game for the new options.
7E1A9D03: Infinite lives

TINY TOONS
Easy level
1. Looniversity: BABS-GOGO-MAX
2. Wild West: PLUC-BOOK-ELMY
3. Ghost House: MAX-CALA-SHIR
4. American Football: ELMY-ROAD-SWEE
5. Space: SWEE-PLUC-BOOK

Hard level
1. Looniversity: PLUC-BABS-BOOK
2. Wild West: ROAD-MAX-ELMY
3. Ghost House: GOG-SHIR-SWEE
4. American Football: BOOK-PLUC-BABS
5. Sky: GOGO-CALA-ROAD
6. Space: MAX-BABS-SWEE

Menu for each of the bonus games:
ELMY-SHIR-CALA
7E009E03: Unlimited life (energy)
7E00B6A0: Super dash. The dash option is always available.
7E008E04: Unlimited lives proper
7E00680X: Level-select — no more messing about with the passwords! Just deduct one from the level that you want.
7E000AXX: Varies the speed of the ball in Furball's squash
7E1A06XX: Alters time in squash — keep switch active for infinite time.
7E1A2C00: Infinite time for Hampton Pig (variable)
7E1A023A: Infinite time for Babs (variable)
7E00BOOO: Moonwalkin' Buster! He slides around. Change last two digits to make him go invisible when moving. If he's hit, disactivate and reactivate the switch.
7E006EXX: Choose number of continues
7E009COA: Gives maximum of ten pieces of heart

TMNT IV: TURTLES IN TIME
7E1A A099: Infinite lives (player one)
7E1A E099: Infinite lives (player two)
7E04 4A50: Infinite energy (player one)
7E04 8A50: Infinite energy (player two)
7E00 9661: Infinite time (on verses mode)
Once again the trusty Konami cheat shows its worth. For those of you who don't know it, it's [UP], [UP], [DOWN], [DOWN], [L], [R], [B], [A].

TMNT IV: TURTLES IN TIME (US VERSION)
7E1A A004: Infinite lives player one
7EO4 4A50: Infinite energy player one
7E1A E004: Infinite lives player two
7E04 BA60: Infinite energy player two
7E1A A002: Unlimited lives
7E04 4A50: Unlimited energy

TOP RACER (JAPANESE VERSION)
7E1E 6C03: Infinite nitros player one
7E1E 6E03: Infinite nitros player two

TOYS
7E168E05: Infinite energy
7E168C05: Infinite lives

TUFF-E-NUFF
7EOFA90X: Changes the character for player 2
7EOF500X: Changes the character for player 1
7E00A10X: X selects the stage
7E10450X: Selects the character for player 1 and choose the enemy to fight using player 2
7E0F7BOO: Fast moves for player 2 when used with below code
7EOFA300: Fast moves for player 2 when used with above code
7E0F4AOO: Fast moves for player 1 when used with below code
7EOF2210: Fast moves for player 1 when used with above code

ULTRAMAN
On the title screen press [SELECT] and [START] for a hidden options screen. Change the difficulty level and access a sound test to hear all the groovy FX!
7E039360: Unlimited energy.
7E021880: Unlimited time.

UNIVERSAL SOLDIER
7E036403 Infinite lives

UN SQUADRON
If you're a sucker for extreme punishment and you find all the other settings far too easy, for an extra-difficult level setting, go to the options screen and highlight the difficulty setting with controller one. Hold [A] and [X] on controller two and change the difficulty setting with controller one until you see the word 'Gamer.'
7E10088: Unlimited energy
7E00D901: Gives player 1 loads of money.
7E00DD31: Unlimited conventional bombs (when selected).
7E00DD02: Unlimited Mega Crush weapons.
7E00DD14: Unlimited thunder lazer. All other weapons can be found using code 1.
7E100808: Unlimited fuel.
If you're looking for a new challenge, enter the options mode and highlight game level. Hold [A] and [X] on joypad and flick though the difficulty setting with joypad one. A super-tough Gamer level appears. Have a go if you dare!

WANDERERS FROM YS
This American cart has a bug allowing you to be invincible. Begin the game and then reset. As the title screen appears (showing the American Sammy logo), push [UP], [DOWN], [UP], [DOWN], [SELECT] and [START] on joypad two. Return to joypad one, begin the game and press [SELECT]. On the character display screen choose Status.

Pick up joypad two again and press [SELECT]. The word 'Debug' appears next to Status and you're now invincible. To become mortal again, simply press [SELECT].

For a sound test, press [SELECT] on joypad one during the action. On the character display screen, press [SELECT] on joypad two. Now sample all your favourite ditties!

WAYNE'S WORLD
C28F0704 Infinite lives
C2BCD728 Infinite worthiness
C2690DBB Infinite Schwings (if you have at least 1)
6DBBD428 Invincibility
Start with:
DF870764 1 worthiness point
D7870764 3 worthiness points
D5870764 7 worthiness points
DB870764 8 worthiness points
C2B504BC Worthiness item worth nothing on pick-up
C2B004BC Schwing item worth nothing on pick-up
C2BB079C Heart worth nothing on pick-up
DDBBD4BC Amp power-up worth nothing on pick-up
DDBDODFC Distortion power-up worth nothing on pick-up
FDB3DF98 Invincibility lasts shorter after hit
EEB3DF98 Invincibility lasts longer after hit
82BB0FF8 Invincibility lasts much longer after hit
Amp power-up gives
DOBBD4BC Distortion Chords
D4BBD4BC Mega-Amp Chords
D7BBD4BC Chorus Chords
D9BBD4BC Homer Chords
Distortion power-up gives
DFBD0DFC Amp Chords
D4BD0DFC Mega Amp Chords
D7BDODFC Chorus Chords
Homer Chords
For a level-select go to the spinning *Wayne's World* logo, hold [X], [Y], [B], [L], and [R], and press [DOWN] and then [UP].

WING COMMANDER
7E169107: Infinite missiles
7E1D610F: Infinite fuel
7E16910X: Infinite weapons. 4=Gunfire, 5=Heat Seeker, 7=Image Recognition, 9= Friend or Foe

WWF WRESTLEMANIA (US VERSION)
7E06 EC30: Infinite energy for your wrestler — doesn't work on more than one. If you're playing tag-team or survivor mode, the first wrestler chosen is the one with infinite energy.

XARDIAN
7E0D2E04: Gives characters level 12

Y'S II
7E12EE16: Infinite ring points
7E1294E6: Infinite hit points

YOSHI'S COOKIE
6D8F-DF3B In Action Mode, passing a stage advances to the next round.
DF86-A71C In VS mode, only 1 win is required
C2A0-DF48 In VS, the fuses don't count down
D685-A766 & DD86-AF66 In VS mode, play against tougher opponents, without the secret code
DD3C-6738 In Puzzle mode, advances to the next round
C2EA-671B Unlimited moves in puzzle mode (turn effect switch off to use up moves if the level becomes impossible).

ZELDA III
7EF36E80: Unlimited magic energy
7EF37746: 70 arrows
7EF34332: 50 bombs
7EF36D50: 10 hearts
7EF36D50: 10 Hearts.
7EF37447: All Pendants.
7EF36DA0: Infinite energy with 20 hearts. Shoot with Master Sword.
7EF34001: bow.
7EF34101: boomerang.
7EF34201: hookshot.
7EF343XX: Bombs, replace XX with amount.
7EF34401: Magic dust.
7EF34501: Fire rod.
7EF34601: Ice rod.
7EF34701: Bombos medallion.
7EF34801: Ether medallion.
7EF34901: Quake medallion.
7EF34A01: Magic lamp.
7EF34B01: Magic hammer.
7EF34C0X: Flute or shovel (1,2).
7EF34E01: Book of Mundora.
7EF34F01: Bottle.
7EF35001: Cane of Somaria.
7EF35101: Cane of Byrna.
7EF35201: Magic cape.
7EF35301: Magic mirror.
7EF3540X: Glove level (1-3).
7EF35501: Pegasus boots.
7EF35601: Flippers.
7EF35701: Moon pearl.
7EF3590X: Sword level (1-3).
7EF35A0X: 6Shield level (1-3).
7EOB 9905: Arrows in the shooting gallery
7E04 B409: Time in the treasure field
7EF3 5402: Maximum lift power (golden glove)
7EF3 5904: Best sword
7EF3 XX01: Keep adding one to 'XX' for the next item in the inventory box
Steven Lee, Ripley, Surrey

Next month we're fully updating The Code Collection to make way for masses more of the latest hints and cheats. If you know a cheat we don't, why not send it in to TCC, SNES FORCE, Impact Magazines, Ludlow, Shrops SY8 1JW.

The

Guide

Personal Services

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For Sale

● SNES game for sale, boxed and instructions, Mario Paint £37, or will swap for two SNES games. For further details write to; 22 St Owswalds Ave, Walker, Newcastle Upon Tyne, NE6 4AX — I will reply to all letters.

● SFII for SNES £40, also Game Boy games WWF 1&2 £15 each, £25 for both and Four in 1, 8 in 1, 16 in 1, Game Boy games. Ring Si on (0727) 874150.

● Master System 2 with two controllers and Sonic 1&2, plus Psycho Fox and Alex Kidd. Worth £165 selling for £80. Excellent condition. Ring (081) 647 8821 after 7.30pm

● Street Fighter II for sale (UK version, plus manual. Will sell for a mega £38. Ring Richard on (071) 639 3605 between 5-6pm.

● SNES games for swap Another World for Rival Turf, Actraiser or Parodius or sell for £22, in good condition. Or swap for any other good game. Phone (0326) 318852.

● SNES Street Fighter Turbo, Jap version, unwanted gift, £39. Call (071) 413 9925 and ask for Thomas.

● SNES Street Fighter II for sale, boxed with instructions, in mint condition. All offers considered. Ring Neil on (0232) 701899.

● Contra 3 (US) as new £30, Axelay (Jap) £25, Mario Kart (Jap) £25. Datel Action Replay as new £38, Tel: (0452) 862194 after 6pm. Ask for Kam.

● For sale: Krusty's Super Fun House on SNES £25-£30, or swap for Pilot Wings, Lost Vikings, Tiny Toons, Bubsy, Lemmings or Mystical Ninja. Tel Robin on (0285) 851336.

● Mega Drive boxed, 22 boxed games with instructions, 2 control pads, games rack (holds 25 games) worth over £1000. Selling for £450 ono, or swap for Neo Geo with World Heroes, Art of Fighting and 2 joysticks. Ring Joseph on (0577) 863779.

● C64 for sale, 1 tape deck, 2 joysticks over 150 games, 7 book tips book plus Micro Guide to world your C64, £130 ono. Ring John on (071) 247 0294.

● SNES game for sale James Bond Jr £15, or swap, offers contact Stephan on (0206) 869584.

● C64 games for sale, 17 tapes in all £15 the lot and no less, includes Pop Quiz, Turbo Outrun, Champion Wrestling, BMX Kidz, Monty on the Run. Phone Jamie on (040486) 625.

● For sale Phillips CDi plus 10 titles, sell for £300. Phone Brian on (081) 395 2721.

● Game Boy for sale with four great games, Dragon's Lair, Tetris, Dyna Blaster and Final Fantasy, plus link cable, nuby light and nuby hard carry case. Everything boxed etc, only £90. Phone Andrew on (0457) 875768 evenings please.

● Universal adaptor for sale £5. Ring Nathan on (071) 381 9585 between 5-7pm.

● Game Boy with Tetris, SML2, Bomb Jack, Golf, Nemesis, Quix, Motorcross Maniacs, Dyna Blaster, includes Nuby Soft case, all boxed as new. Cost over £200, sell for £120 ono. Ring Kevin on (091) 2665068.

● £15 for every game, SNES SFII, F-Zero, R Type, and Mario 4. Also available Jap to UK adaptor for £5. SF is Jap. Every game has no box or instructions, except R-Type, boxed. Ring Ben evenings please on (081) 785 7879.

● Barcode Battler in excellent condition, for quick sale at £15. Call Alex on (081) 994 1596 evenings only.

● Mega Drive (Jap) runs all games, with convertor and 5 games, joypad and adaptor, £120 or swap for SNES with few games. Preferably Jap or US SNES. Phone Hillhead, Glasgow 334 1205.

● Mega Drive EA Hockey, EA John Madden, Sherlock Holmes (cd), Road Runner (cd), Wolfchild (cd) and Jaguar XJ220 (cd) all £40, Fatal Fury £30. Ring Tyron on (0272) 355388.

● SNES USA games: SF2 £45, Toys, Battle Tank, CastleVania 4 £25, Addams Family, Kristy's Funhouse, Robocop 3, Lemmings, WWF 1 £32 each, USA? Jap to UK Universal, Datel switched adaptor, £12. Ring (051) 426 0138.

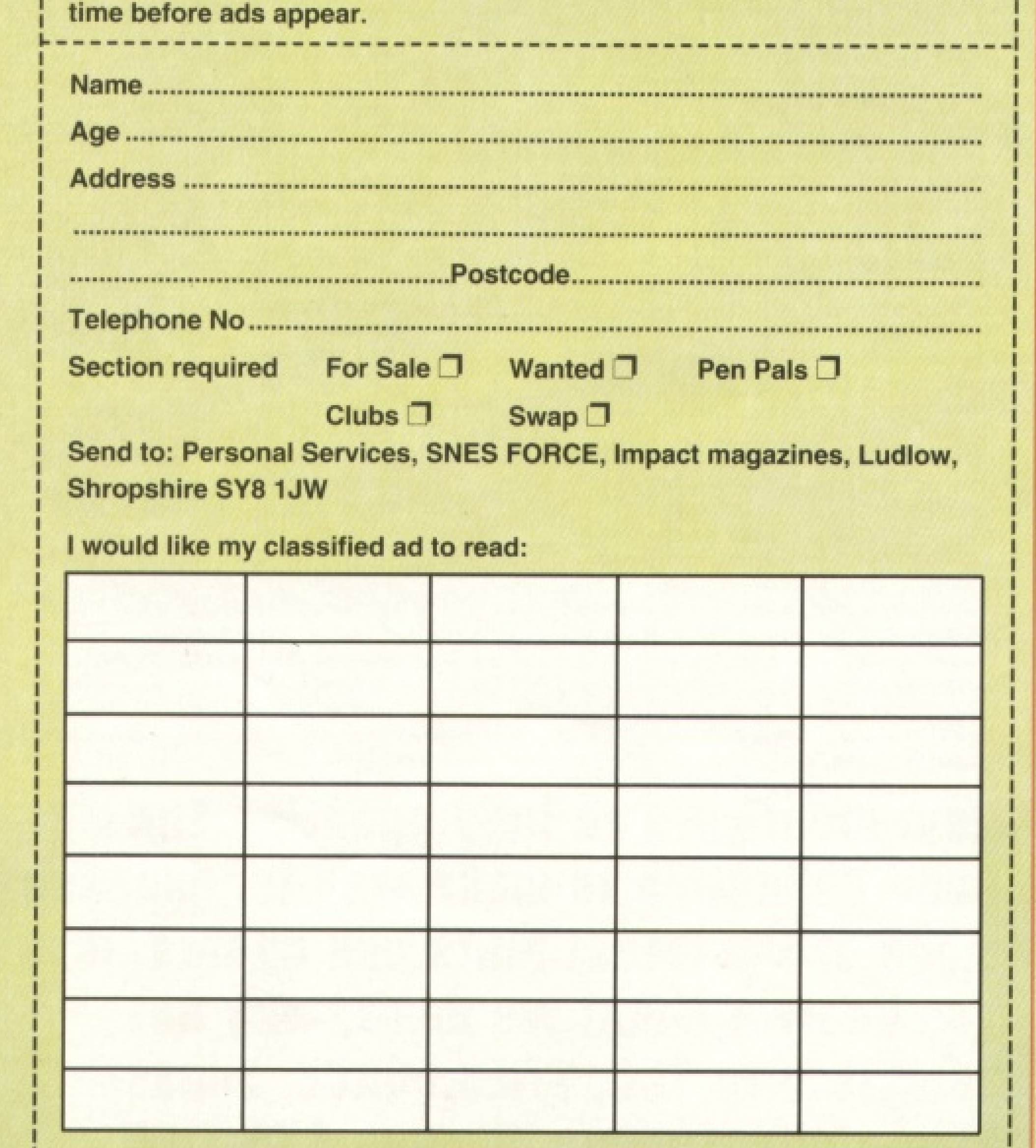
● Lemmings £20 and SFII £27. Call any time and ask for Jack. Also for sale a Speccy +3 with built in disk drive, monitor, interface, over 100 games, all for only £150.Call (0730) 823560.

● SNES Scope 6 with 6 games and Battle Clash all with original boxes, a must for true game fiends. A1 condition £60, tel Craig on (0532) 648475.

● SNES games for sale, Super Star Wars (UK), £35, Super Mario World (UK) £10. Ring (0579) 370814.

● Sega Mega Drive for sale including Alien 3, Sonic 1&2 , and Populous also has a Master System converter, two joypads all boxed and in vgc, only £130 — ono. Phone (061) 439 1692 and ask for Dylan.

● UK SNES and games for sale, games include Smash TV, Super Probo and others, all worth over £400. I will sell for £180 ono, and free Quick Shot joypad, worth £14, and every issue of NMS! Ring Carl on (061) 633 6384.


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● Game Boy with 8 games and accessories worth £250, swap for SNES or sell for £130 ono. Call (081) 568 2914 and ask for Sam.

● Game Boy with Mario, Tetris, Gameline cable, headphones and lynx with California Games, Slimeworld, Lynx pouch and comlink cable, all good condition for a good condition UK SNES with four or more games. Interested? Ring Richard on (0381) 620655.

● I would like a swap for SNES Home Alone for Amazing Tennis or Road Runner or Top Gear. Ring Newcastle-U-Tyne 2724602.

● Will swap Gradius III (US) and Roger Clemens MVP Baseball (US) for other US/Jap titles, especially Zelda III (US) and Jimmy Connors. Phone Yabu on (081) 444 1352.

● Will swap R Type on the SNES for any of these games: Fatal Fury, Super Tennis, StarFox, Mortal Kombat, or any other SNES games. Ring Lee on (0993) 700 195, anytime before it goes.

● My Pal SNES for your Super Famicom with British Power Supply unit and will work on a non scart Tovo, I'll throw in SFII. Phone and ask for Kenny on (041) 6393783

● SNES Joe and Mac, swap for any half decent game, please call between 5-7pm., any weekday (0787) 374776 and ask for Richard. The game is US.

● Will swap Super Soccer for any other good SNES game. Call Chris on (0942) 874736.

● Swap Alien 3 (mint condition) for Power Monger (good condition please) plus £5, Bristol area swap if possible, please call (0275) 462191 and ask for Toby.

● SNES swaps Joe and Mac or R-Type for Mario Kart or Zelda 3. Also swap Ghouls and Ghosts and Smash TV for Street Fighter II. All UK versions, call Lee on (0929) 552453.

● Will swap Super Soccer (UK) or Tiny Toons (UK) for Axelay, Alien 3, Starwing or Royal Rumble. Ring Kenny on (0762) 351483, between 6-7pm.

Pen Pals

● Hey! I'm Melissa and I want a boy pen pal, who's good looking aged between 9-11. My address is Bankside, Milton Avenue, Badgers Mount, Sevenoaks, Kent.

● Hi girls my name is Stephen Campbell my hobbies inlcude Sports and my SNES and Amiga, so if any girls (12-13) would like to be my pen pal send a good photo and write to 11 Venice Close, Waterlooville, Portsmouth, Hants.

● Hi my name is Stuart and I want a pen pal aged 12, a girl if possible. I am aged 12 and I am a computer freak. Please write to: 7 Hearon Close, South Beach Estate, Blyth, Northumberland.

● My name is Laura, I am 13 and looking for a male pen pal aged between 12-14 photo needed if possible. Write to 4 Castlehill Rd, Stevenston, Ayrshire, Scotland, KA20 4DU.

Wanted

● I would like to buy your Zelda III (US), Legend of the Mystical Ninja (US), Jimmy Connors (US) and Super Bomberman. Cash waiting, please phone Yabu on (081) 444 1352.

● If you've got Super Mario Kart I'll give you £25 for it or swap it for Pugsley's Scavenger Hunt. I also need a control pad, any one will do as long as it works. Ring Colin on (0580) 764228.

● Contacts wanted to swap games and hopefully magic finger codes. If you'd like to join the fun write to; Greig, 20 Elmwood Terrace, Edinburgh, EH6 8DF.

● SNES games, Mario World, Mario Kart, Contra, Cybernator, Super Star Wars, F-Zero. Willing to swap any of above games for my Zelda 3. Call James on (081) 946 4421.

● SNES instruction booklets: Alien 3, James Pond Jr, good prices paid. Call and ask for Peter on (0703) 812497.

Clubs

● SNES Exchange club, swap your SNES games for other games of similar value, via our friendly club. Send your list of wanted games; Super SNES Club, 161 Clewer Hill Rd, Windosr, Berkshire, SL4 4DU.

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QJ 26 07 93

The

Guide

Directory

E n q u i r i e s

For over 250 Super Nintendo games reviewed and rated at your fingertips, you know where to come — Directory Enquiries...

ACROBAT MISSION 65%
● Teichiku
Good soundtrack, doesn't make up for the unoriginal gameplay.

ACTRAISER 83%
● Enix
Sexy graphics and masses of violent gameplay make this a great adventure, which you should play for days and nights on end.

ADDAMS FAMILY 88%
● Ocean
A lively one-player game with slick presentation and a funky soundtrack.

AGURI SUZUKI 83%
● LOZC
Fast, slick, well presented racing sim.with neat two-player option. Also known as F1 Super Driving. Plays better than he drives — good job really!

ALIEN 3 92%
● Acclaim
Possibly the best shoot-em-up ever! Superb atmospheric graphics and excellent sound give the action an excellent feel. The missions are varied and very challenging. Guaranteed to keep blast fans occupied for ages.



ALIENS VS PREDATOR 39%
● IGS
Great movie licence but this plodding beat-'em-up has flickering sprites and sluggish animation — a major disappointment!

ANOTHER WORLD 85%
● Interplay
The US version of the brilliant adventure Out Of This World. Cinematic 3D graphics and great puzzles. Very addictive but a little on the easy side.

ARCANA 57%
● Hal
Testing Import adventure game that is let down by poor graphics and frustrating gameplay.

ASSAULT SUITS VALKEN 89%
● MCS
Japanese version of Konami's superb shooter Cybernator.

ASTRAL BOUT 42%
● A-Wave
A disappointing beat-'em-up short on moves and highly frustrating.

ASTERIX 80%
● Infogrames
Detailed backgrounds, above average graphics and great presentation can't save this from being anything but an average platformer. Some nice touches, but nothing new.

AUGUSTA MASTERS 81%
● T&E Soft
Impressive golf sim with the additional bonus of a handy battery back-up. Great graphics and straightforward gameplay.

AXELAY 90%
● Konami
Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability.



BART'S NIGHTMARE 83%
● Acclaim
A fun — but sometimes tedious — game with great cartoon graphics and a funky soundtrack.

BATMAN RETURNS 82%
● Konami
Wonderful dark Gotham graphics and great sound, but ultimately just too easy and not varied enough.

BATTLETOADS 71%
● Tradewest
Unspectacular gameplay coupled with humorous graphics, cool tunes and varied levels can't redeem an otherwise mediocre title.

BATTLE BLAZE 33%
● Sammy Corp
Worst Street Fighter II clone ever. Lovely fantasy graphics, but literally only about four moves each!

BATTLE CLASH 35%
● Nintendo
An irritating little Robot shooting cart with nothing to sell it except that it's for the SuperScope. Wow!

BATTLE GRAND PRIX 75%
● Naxat
Impressive split-screen racer with simultaneous two-player option. Controls are a bit dodgy though!

BEST OF THE BEST 81%
● Loricel
Unusual Martial Arts sim with great variety in moves but pretty sad graphics.

BIG RUN 25%
● Jaleco
Dodgy graphics make this racer a non starter. A game best forgotten about!

BILL LAMBIER'S COMBAT BASKETBALL 45%
● Hudson Soft
Early attempt at a brawling basketball sim. Plenty of violence but very little gameplay.

BLAZEON 55%
● Atlus
Uninspiring Japanese shooter with little new to offer in terms of graphics or playability.

BLAZING SKIES 72%
● Namcot
Also known as Ace's High, this WWI Flying sims recreates the thrills and spills of historic dog fights.

BLUES BROTHERS 82%
● Titus
Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode.

B.O.B. 86%
● EA
An excellent platform shooter with a good selection of power-ups and weapons. A good challenge let down only by a slight control problem.

BUBSY THE BOBCAT 70%
● Accolade
Cosmetically excellent platformer let down by annoying controls. One hit and die system makes for frustrating gameplay.

BULLS VS BLAZERS 78%
● EA
One of the better basketball sims featuring the NBA's two hottest teams but still not as good as Tecmo's Super NBA Basketball.

CACOMA KNIGHT 72%
● Datam
Weird Japanese arcade game based on Qix, where you match up lines to form a picture. Fun for a while but not much lastability.

CALIFORNIA GAMES 2 36%
● DTMC
Appalling follow up to this arcade classic.

To help you find the games you want — fast — we've used the Super League colour-codes. Use this key below, and on the bottom of each page, to effortlessly pin-point the game style you're after.

ARCADE
Not just all those games converted from classic coin-ops but also any that feature more than one style of gameplay.

ADVENTURE/RPG
Games that usually take you on an adventure to another time or world and encourage you to use brains rather than brawn to solve the challenge.

BEAT-'EM-UP
Raw, aggressive untamed bicep-bulging, fist-flying action is what this category is all about. But just because a game is rough doesn't mean it's necessarily good.
The best beat-'em-ups always include a strong element of strategy (knowing exactly the best way to defeat an enemy). That's what makes *Street Fighter II* king!

PLATFORM
The Nintendo speciality. So called because the action usually involves jumping across a series of platforms (usually danger lurks underneath so don't fall off) to reach a goal and fight a level guardian.
The category has also grown to include all those jump-on-the-bad-guys'-heads games made popular by the *Mario* series.

Good six-player option but nothing else to offer. Nasty!

C. RIPKEN JR BASEBALL 68%
● Mindscape
A fun baseball sim with good FX and sampled speech. Great cut away close-up screens but no excitement when a home run is scored. Disappointing controls but gameplay is enjoyable for two but not for solo players.

CAMELTRY 68%
● TAITO
Also known as On The Ball. The constantly rotating play area is impressive for a while but there's very little attention to gameplay.

CAPTAIN AMERICA AND THE AVENGERS 40%
● Mindscape
Some of the worst graphics ever, a poor soundtrack and frustrating gameplay conspire to make this arcade beat-'em-up conversion a big disappointment.

CASTLEVANIA IV 88%
● Konami
Outstanding presentation, excellent 3D and Mode 7 graphics and one of the best soundtracks around.

CHAMPIONSHIP POOL 83%
● Mindscape
Unexceptional graphics can't marr an excellent simulation. Loads of options — as good as it gets and then some!

CHESTER CHEETAH 65%
● Kaneko
A smooth well-presented game but lacking depth and polish. Graphics are pretty sketchy and gameplay is slow.

CHUCK ROCK 80%
● Sony
Large sprites, a rockin' tune and great playability — a bit little bit on the easy side though!

CLUE 66%
● Parker Bros
American conversion of the classic board game Cludo. Stick to the original it's more enjoyable.

COMBAT TRIBES 47%
● American Technos
A pretty good conversion of the boring arcade beat-'em-up. Sprites are small and undetailed.

COSMO GANG: THE VIDEO 45%
● Namcot
Feeble attempt to revamp Space Invaders. Good two-player mode but not much else to offer.

CONTRA SPIRITS 92%
● Konami
Released in the UK as Super Probotector.

An excellent one- or two-player blaster full of power ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though.



D-FORCE 44%
● Asmik
Visually unattractive, but so bad it's almost cool. Pretty sad graphics and loads of pointless Mode 7 make this a cult purchase only.

DARIUS TWIN 50%
● Taito
One of the original shoot-'em-ups. Now appears dated but there's still some fast, button-fiddling action.

DAVID CRANE'S AMAZING TENNIS 86%
● Absolute
Incredible 3D animation and FX, large sprites and fast pace — needs more variety and a doubles option.

DENNIS 75%
● Ocean
Average graphics, sprite animation and sound may put some people off before they reach the more interesting upper levels. Nothing new or exciting.

DESERT STRIKE 87%
● EA
Straight conversion of the classic helicopter-based Gulf War sim with detailed graphics, fast scrolling and addictive gameplay.

DINOSAURS 81%
● IREM
Great graphics but needs more levels — difficulty option adds variety.

DRACULA 78%
● Psygnosis
Get past the early levels and you're in for a treat: Atmospheric sound, colourful graphics and a lasting challenge make this great fun.

DRAGON'S LAIR 87%
● Elite
Excellent graphics, dodgy to control at first and damn hard — addictive as hell.

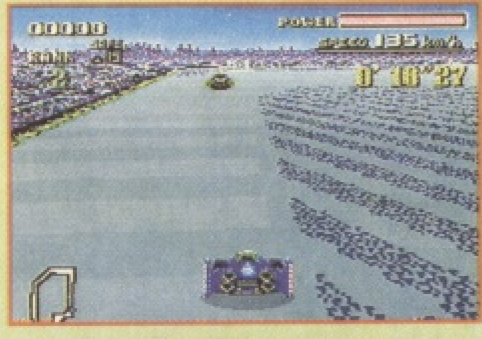
DRAKKHEN 80%
● Infogrammes
Plenty of playabilty and depth once you get past the early levels.

EXHAUST HEAT II 84%
● Seta
The fastest Mode 7 racer around. Three different car classes and loads of tracks — brilliant!

EXTRA INNINGS BASEBALL 87%
● Sony
Cutesy one- or two-player baseball sim with excellent gameplay.

F1 EXHAUST HEAT 85%
● Ocean
Very playable Grand Prix sim featuring sixteen tracks, a one- or two-player option and a battery back-up.

F-ZERO 92%
● Nintendo
Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics— fast, brutal and fun.



F1 SUPER DRIVING 82%
● LOZC
Japanese version of Aguri Suzuki. Good digitised graphics and special FX — and thankfully it plays better than he drives!

FACEBALL 2000 72%
● Teichiku
Converted from the GB to the SNES. Better than average puzzler with plenty of shooting involved.

FATAL FURY 65%
● Takara
Another in the long line of SF2 clones. This 12 meg scrapper looks cool but is frustrating to play.

FINAL FIGHT 79%
● Capcom
This great conversion of the classic arcade hit is only let down by its lack of two-player option.

FINAL FIGHT 2 60%
● Capcom
A rehash of *Final Fight* with a new difficulty setting. Excellent sprites and animation, but no thinking required. Not much of a challenge.

FINAL FIGHT GUY 75%
● Capcom
Special edition of Final Fight which comes with free CD and an extra character to choose. Still no two-player option though!

FIRST SAMURAI 85%
● Kemco
Great sprite detail, superb digitised speech, strategy sections, puzzles and a relentless challenge make this a treat for the senses.

FINAL FANTASY II 76%
● Square
An excellent introduction to RPGs but lacks serious challenge. One for beginners only.

FORMULA ONE CIRCUS 58%
● Nichibutsu
Unconvincing Japanese racer with an overhead view and useless sprites and awful bleepy sounds.

GAMBA LEAGUE
Japanese version of Extra Innings.

GEORGE FOREMAN'S KO BOXING 45%
● Acclaim
Nasty Boxing sim, even the two-player option doesn't save it.

GEOMAN WARRIOR
Japanese version of The Legend of the Mystical Ninja.

GODS 81%
● Mindscape
Tough puzzles and tedious first levels but gameplay gets better.

GOLDEN FIGHTER 54%
● Culture Brain
Annoying fighting game let down by poor the animation and gameplay.

GRADIUS III 87%
● Konami
One of the original horizontal shooters. Loads of great weapons and power-ups and super graphics.

GUN FORCE 70%
● Irem
Challenging but slow blaster with good graphics.

HARLEY'S HUMONGOUS ADVENTURE 36%
● Hi-Tec Expressions
One of the worst platform games around. We loathed it.

HAT TRICK HERO 86%
Also known as Super Soccer Champ. Amusing, unrealistic football game with two-player option. Frustrating gameplay.

HIT THE ICE 49%
● TAITO
Average conversion of arcade ice hockey sim with the emphasis on fighting rather than skilful play. Tedious in one-player mode slightly more interesting for two.

PUZZLE
Specific games with the emphasis on solving problems using the old grey matter rather than blasting everything in sight — although *Tetris and Bombliss* proves you can successfully combine the two. Sounds a bit heavy but many of the most interesting and addictive SNES games (*Lemmings* and *The Lost Vikings* for example) are puzzlers.

SHOOT-'EM-UP
It all started way back with *Space Invaders* and *Asteroids.* Over a decade later the graphics have changed but the basic format is still the same. The theme is invariably '...the planet has been invaded by evil aliens. Grab a gun/jump in your spaceship and blast everything in sight.' but that doesn't stop the action being fast, furious and very intense.

SPORTS/RACING
The widest ranging category of them all includes the major sports — golf soccer, American football, tennis, motor racing (technically it is a sport!), baseball, basketball — plus some unusual ones like crazy golf and ten-pin bowling. Playing sports sims is your chance to fulfill those moments you've always dreamed about — like scoring that winning goal in the World Cup final!

SIMS/STRATEGY
The games your mum and dad want you to have! Many a clever gamer has managed to get their parents to buy them a simulation on the grounds that it's 'educational' and '...it will help with my homework, honest.' Strategy games (for example *Populous* and *Powermonger* require a great deal of tactical planning.

HOLE IN ONE — 53%
● Hal
A golf game with only one course? This crazy golf game is a laugh for a few minutes rapidly becomes boring.

HOME ALONE — 18%
● T•HQ
Probably the singularly most appalling game on the SNES. Nuff said!

HOME ALONE 2 — 65%
● T•HQ
An improved sequel. Graphics are still a bit sketchy but the gameplay is pretty addictive and some of the puzzles are a real laugh.

HOOK — 81%
● Sony
Looks great, sounds great but falls down on playability.

HUMAN GRAND PRIX — 81%
● Human
If it wasn't for the dodgy controls this would be one of the best racers on the market. Cool two-player split-screen option.

INCREDIBLE CRASH DUMMIES — 75%
● Acclaim
Big, bawdy graphics, humorous overtones and nice animation can't save this from being an average, somewhat clumsy, platformer.

IREM SKINS GAME — 86%
● IREM
Excellent graphics and playability and a cool two-player option lets you play against mates for cash.

JACK NICKLAUS GOLF — 77%
● Konami
Good sim, limited number of holes to play.

JAKI CRUSH — 56%
● Naxat soft
A bit too repetitive, but just imagine playing pinball in an abattoir!

JAMES BOND JR — 43%
● T•HQ
Unrealistic scrolling, awful sound and nasty animation.

JAMES POND'S CRAZY SPORTS — 38%
● Storm/Sales Curve
James should stick to platformers — cute sprites but gameplay requires a pummelling of the joypad rather than skill. Nothing to interest serious players.

JERRY BOY — 81%
● Konami
Japanese version of the weird but excellent platformer Smartball. Brilliant cartoon graphics make this a visual treat.

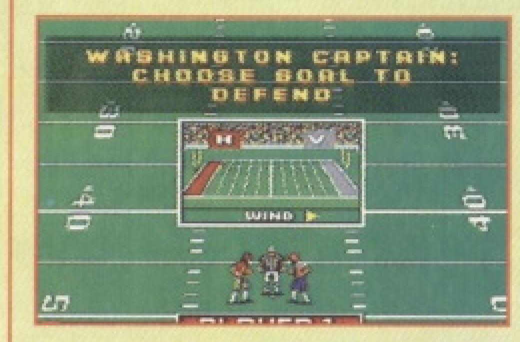
JEOPARDY — 45%
● Gametek
Console conversion of American general knowledge TV quiz show. Needless to say all the questions are about America!

J. CONNORS' TENNIS — 70%
● Ubi Soft
Above-average tennis sim with lots of variation. Slow at first but good fun.

JOE & MAC — 84%
● Elite
Slick animation and smart visuals with a great two-player — levels are a bit samey!

JOE & MAC 2 — 86%
● Elite
Don't be fooled by the name this is nothing like the original although it's a very good game in its own right. Great gameplay!

JOHN MADDENS '93 — 90%
● EA
Great sound, and good — but small — sprites make this a brilliant one- two-player American football sim. The controls are hard at first but once mastered it's great fun.



J. MADDENS FOOTBALL — 45%
● EA
Terrible conversion of one the best American Football sim ever. Get the sequel!

JURASSIC PARK — 92%
● Ocean
A monster of an adventure/shoot-'em-up. Amazing graphics and sound, exceptionally addictive — it really pushes the SNES to its limits. Superb!



KA-BLOOEY — 60%
● Kemco
Also known as Bombuzal. Weird puzzler with the emphasis on blowing up bombs and balancing on platforms.

KIKIKAIKAI — 85%
● Natsume
Also known as Pocky and Rocky, this wacky Japanese adventure has bags of character and classic end-of-level guardians. Well worth a look!

KING ARTHUR'S WORLD — 82%
● Jaleco
Excellent strategy/puzzler in the mould of Lemmings. Slow to start but lots of in-depth gameplay.

KING OF THE MONSTERS — 70%
● Takara
Great animation but dodgy music and poor FX mean you'll soon get bored.

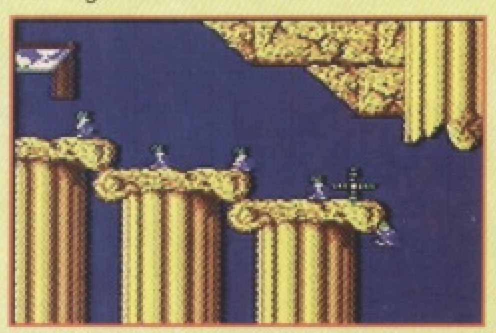
KING OF THE RALLY — 65%
● Meldac
Sparse racing game with good graphics but not enough challenge and very limited lastability.

KK'S PLAYER MANAGER — 86%
Anco
Faultless lastability and hundreds of options make this one of the best in its field, despite some dodgy graphics and bland spot FX.

KRUSTY'S SUPER FUN HOUSE — 82%
● Acclaim
Humorous gameplay with a good range of puzzles but too repetitive!

LAGOON — 75%
● Kemco
A huge, challenging RPG. Not in the same league as *Zelda 3*, but a solid, though sometimes tedious, piece of work.

LEMMINGS — 90%
● Sunsoft
Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning.



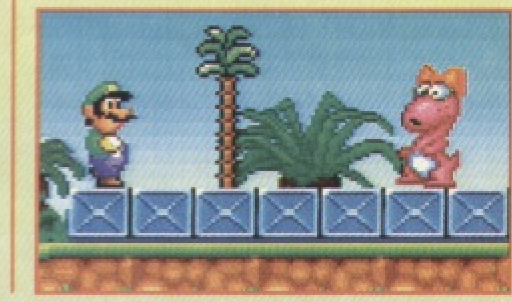
LETHAL WEAPON — 57%
● Ocean
Run-of-the-mill shooter with very sad gameplay.

LOST VIKINGS — 91%
● Interplay
One of the most original games to grace the SNES. *Lost Vikings* combines excellent cartoon-style graphics with addictive gameplay. One of the best game's released this year and a must for puzzle fans, others will be quickly converted.



MAGIC ADVENTURE — 77%
● Bandai
Unusual Japanese game with good graphics but bland gameplay.

MARIO ALL STARS — 92%
● Nintendo
Great value compilation cart featuring SMB, SMB2 & 3 and the previously unavailable Lost Levels. Improved graphics and sound.



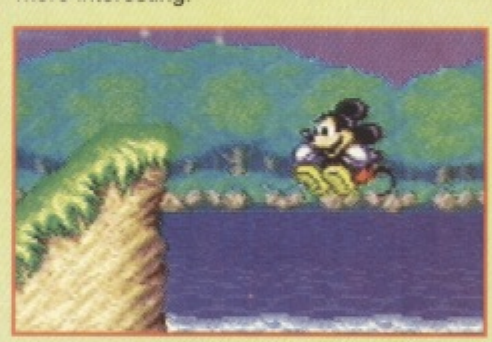
MAGIC SWORD — 64%
● Capcom.
Probably Capcom's weakest game to date. Looks good but the gameplay is just too slow.

MARIO IS MISSING — 42%
● Mindscape
A valiant attempt at an edutainment game using the popularity of the Mario Bros. Let down by restricted gameplay and level of difficulty.

MARIO PAINT — 82%
● Nintendo
Fun-packed but basic art package for kids.

MECH WARRIOR — 79%
● Activision
A complicated action and strategy title.

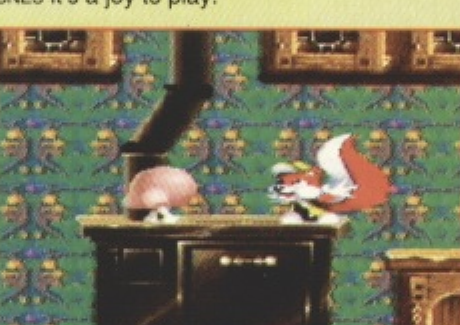
MICKEY'S MAGICAL QUEST — 91%
● Capcom
Superb game with great graphics and enchanting soundtrack. Gameplay is a little easy but can be altered to make the game more interesting.



MONOPOLY — 25%
● Parker Bros
Bad sound and FX make this poor conversion of the board game very boring indeed — horrible!

MORTAL KOMBAT — 87%
● Acclaim
Excellent graphics and gameplay, but lacks the challenge of *SFII*. Great sound, good two player game.

MR NUTZ — 90%
● Ocean
Arcade quality, well above average platformer. With big, well defined sprites and some of the grooviest villains seen on the SNES it's a joy to play.



MUSYA — 60%
● Datam
Japanese cart with some nice touches, but nothing to really keep you playing.

MYSTICAL NINJA — 88%
● Konami
US version of Geoman Warrior. Excellent one- and two-player game, with loads of options and levels — brilliant!

Arcade | Adventure/RPG | Beat-'em-up | Platform

NBA ALL-STAR CHAL. 63%
● Acclaim
Simplistic basketball sim with good graphics and five small sub-games but no match option.

NCAA BASKETBALL 86%
● Nintendo
Also called Super Slam Dunk this visually stunning basketball sim uses Mode 7 to great effect.

NHLPA HOCKEY 81%
● EA
Slightly disappointing conversion of the brilliant Mega Drive Ice Hockey game EA Hockey '92.

NHLPA HOCKEY '93 73%
● EA
Updated sequel with much improved playability, loads of stats and furious fighting scenes.

NIGEL MANSELL'S F1 CHALLENGE 82%
● Gremlin
A polished, fast paced and very playable racer, with a full season's racing and a password system. A high speed drive without the rigmarole of a complex sim.

NOLAN RYAN'S BASEBALL 64%
● Romstar
Disappointing licence from the best pitcher in the Major League. Plenty of stats but not enough has gone into gameplay.

ON THE BALL
See Cameltry

OUT OF THIS WORLD 85%
● Interplay
UK version of Another World. A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive.

OUT TO LUNCH 83%
● Mindscape
An amusing and entertaining platformer — clourful, detailed, great parallax scrolling, easy to pick up and includes a great soundtrack.

PAPERBOY 2 33%
● Mindscape
A horrible conversion of a horrible game. Very dated and very poor.

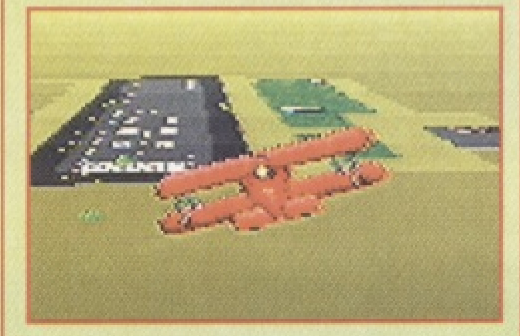
PARODIUS 87%
● Konami
Fun gameplay, excellent graphics and great tunes make this a real laugh — a bit easy!

PEBBLE BEACH GOLF 83%
● T&E Soft
Brilliant digitised graphics and simple but responsive controls. Only one course!

PGA TOUR GOLF 85%
● EA
The most accurate of golfing sims. Many may find play four rounds in a championship a little boring but hey… that's golf!

PHALANX 74%
● Kemco
Unoriginal and frustrating gameplay saved only by clean, sharp graphics.

PILOTWINGS 91%
● Nintendo
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying game!



PIPE DREAM 74%
● Kemco
A two-player puzzler high on good graphics but short on thrills.

PIT-FIGHTER 36%
● T•HQ
Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard.

POCKY AND ROCKY
● Natsume
See Kikikaikai

POP 'N TWINBEE 80%
● Konami
This colourful shooter combines the excellent graphics of *Axelay* with cute appeal of *Parodius*. Atmospheric tunes and great level bosses make this a real treat to the senses. A little too easy in one-player mode.

POPULOUS 81%
● Anco
The king of strategy games. Maybe getting a little long in the tooth but still gives most games of its kind a run for their money.

POWER ATHLETE 25%
● Kaneco
Oh no, another SF2 clone, only with graphics a Game Gear would reject!

POWERMONGER 64%
● Powermonger
With a SNES mouse this battle strategy sim is a good conversion of the Amiga classic, if not the control method is very slow and frustrating.

PRINCE OF PERSIA 89%
● Konami
Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system!

PRO QUARTERBACK 66%
● Tradewest
Visually stunning but ultimately boring American Football simulation. Uses a unusual 3D Mode 7 perspective but plays are too difficult to complete.

PUGSLEY'S SCAVENGER HUNT 85%
● Ocean
Very good sequel to the first *Addams Family* release, boasting incredible graphics and sparkling tunes — not as playable though!

PUSH OVER 76%
● Ocean
Domino Rally-style puzzler to blow your brain cells, ported across from the Amiga.

Q*BERT 3 64%
● NTVIC
Cool graphics but monotonous gameplay soon gets boring.

RACE DRIVING 25%
● T.HQ
One of the worst racing gams of all time.

RAD PSYCHE RACING 26%
● ?
Don't venture anywhere near this gigantic, outrageous pile of doggy do's. It's awful.

RAIDEN TRAD 65%
● Electro Brain
Another arcade blaster featuring a two-player simultaneous option but not much else.

RAMPART 51%
● EA
Wall-building sim with below average graphics and poor sound — lacks depth.

RANMA 1/2 80%
● NCS
Cutesy Japanese Anime beat-'em-up based on popular cult cartoon. A fluffy version of SF2 Weird and wacky but not as good as the sequel.

RANMA 1/2 PART 2 85%
● NCS
Excellent and even weirder sequel to Ranma. Great moves and graphics but a little easy!

RIVAL TURF 55%
● Jaleco
Scrolling beat-'em-up with nice graphics but no two-player option and limited controls.

ROAD RUNNER: DEATH VALLEY RALLY 73%
● Sunsoft
Superb graphics, fun gameplay with great Warner Bros theme — awkward controls.

ROBOCOP 3 48%
● Ocean
Above average backgrounds but bad animation and sprites make gameplay far too frustrating.

ROGER CLEMENS MVP BASEBALL 45%
● Acclaim
Disappointing baseball sim from the Major League's most talented pitcher. Not worth the money.

ROYAL RUMBLE 80%
● Acclaim
This sequel to *WWF Wrestlemania* is an improvement but doesn't go far enough. Fun in two-player mode but not enough variety for the solo player. Presentation is good but ultimately too easy.

RPM RACING 68%
● Interplay
Off-Road style racer with cool split screen for simultaneous two-player head-to-head challenge.

RUSHING BEAT RUN 74%
● Jaleco
Sequel To Rival Turf with improved characters and graphics but not enough variation in gameplay.

SHADOW RUN 92%
● Data East
Addictive and playable adventure/RPG with cool sounds, vivid sprites and logical puzzles. Rivals *Zelda* for best of its class — Superb.




SIM CITY 88%
● Nintendo
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages!

SIM EARTH 74%
● Imagineer
A strange but interesting 'edutainment' cart. An intellectual and ecologically sound planet simulation.

SKÜLJAGGER 62%
● American Softworks
This hack 'n' slash piratey affair is too frustrating to be an essential purchase.

SKY MISSION
See Blazing Skies

SMART BALL 81%
● Konami
US version of Jerry Boy. Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little bit easy.

SONIC BLAST MAN 69%
● Taito
Active animation and colourful backdrops but too repetitive to provide a lasting challenge.

SOUL BLAZER 84%
● Enix
This wacky sequel to Actraiser looks great but is far too simple. A great introduction to arcade-style RPGs but it shouldn't take more than a week or so to finish it.

SPANKY'S QUEST 75%
● Natsume
Platform-based arcade action starring an ape. Work your way through he endless levels (armed only with an unlimited supply of balls!) looking for keys — fun but limited lastability.

SPIDERMAN AND THE X-MEN 75%
● Acclaim
A real disappointment considering how good Spidey on the MD was. There's plenty of variety in gameplay but there's simply not

Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

enough action. Cool Guns and Roses style theme tune but not much else. Comics fans only.

SPINDIZZY WORLDS 82%
● ASCII
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating.

STARFOX 85%
● Nintendo
Japanese version of visually impressive space-based 3D shooter featuring new SFX chip. Not as good as we hoped — and a little on the easy side — but still a great gaming experience. Not to sure about the hefty price tag though.

STARWING
Official UK version of StarFox.

SF II 92%
● Capcom
The best beat-'em-up ever! Huge 16-meg cart boasting awesome graphics and incredible long-lasting playability. The only fault is the minor control problems — some of he special moves take a while to master but once you sort this ot the game is only limited by your own skill.



SF II TURBO 96%
● Capcom
With superb speed, sound, graphics and addictiveness *SFII Turbo* is the best beat-'em-up to date. Four new characters to master, loads of new moves and super fast gameplay — you won't know what hit you. Buy it!



STRIKE GUNNER 63%
● NTVIC
A limited-appeal blaster with simultaneous two-player option but far too easy!

STRIKER 82%
● Elite
Loads of options allow you to customise every stage of gameplay from players' attributes to pitch surface. Very easy in one-player mode but the 64 teams make two-player games great fun.

SUPER ACTION FBALL 77%
● Nintendo
This innovative American football sim uses an unusual slanted perspective in attempt to capture the thrills 'n' spills of NFL action. Unfortunately it only succeeds in giving the action a disorientating feel. Still a pretty good game though not in Maddens' class.

SUPER ADVENTURE ISL. 84%
● Hudson Soft
This fruit collecting arcade classic has been around for years but still plays and looks good. Good graphics and a wicked soundtrack let down by frustrating gameplay.

SUPER AIR DIVER 83%
● Sunsoft
Amazingly fast, extremely addictive and visually tremendous shoot-'em-up, incorporating stunning Mode 7 scrolling.

SUPER ALESTE 78%
● TOHO
A fast vertical shoot-'em-up that's really rather nice and detailed.

SUPER BASES LOADED 45%
● Jaleco
Also known as Super Pro Baseball. Sketchy baseball sim with an un-finished look to the graphics — good gameplay but lacks presentation.

SUPER BATTER UP 83%
● Namco
Definitely no picture to look at but get past the sketchy pain-by-numbers graphics and this is one of the better baseball sims. Quick and responsive with plenty of good gameplay.

SUPER BATTLETANK 57%
● Absolute
A far too basic tank sim launched on the back of the Gulf War. Superb graphics but the controls are frustrating and the constant flicking between map screens to find your location drives you crazy.

SUPER BOMBERMAN 81%
● Hudsonsoft
The best multi-player game around. Grab a four-player adapter and this otherwise limp one-player game transforms into an addictive and exciting experience.

SUPER BOWLING 70%
● Technos
A good four-player cartoon-style ten-pin bowling sim with a real raunchy rock 'n' roll soundtrack. Fun with friends but boring on your own. Once you master the right place on the lane you can score a strike every time.

SUPER CUP SOCCER 72%
● Jaleco
Also known as Super Goal. Easy to play one- and two-player side-on soccer sim lacking variety and realism — there are no yellow or red cards!

SUPER DOUBLE DRAGON 70%
● Tradewest
Traditional rough 'n' ready sideways scrolling beat-'em-up Graphics and FX are bland but gameplay is fun especially for two players.

SUPER DUNKSHOT
See NCAA Basketball

SUPER FIRE PRO WRESTLING 45%
● Human
Hilariously bad to the point of almost being good simultaneous four-player multi tap wrestling game.

SUPER FORMATION SOCCER 84%
● Human
Slightly inferior Japanese version of Super Soccer. Slick 3D footie sim with great graphics. One- and two-player option plus two players simultaneously against the computer. Moves are a little limited and this version has no yellow cards or penalty shoot out option.

SUPER FORMATION SOCCER 2 70%
● Human
Fun four player mode, but needs more variety for soloists. Despite the redrawn graphics, no real improvement over the original.

SUPER GOAL
See Super Cup Soccer

SUPER GHOULS 'N GHOSTS 89%
● Capcom
Classic arcade action that still stands the test of time. Very challenging and occasionally sluggish — a real test of your skills.

SUPER JAMES POND 85%
● Ocean
This classic features some of the most colourful graphics of any SNES game but suffers from a ridiculously easy difficulty setting and slow gameplay. Best suited to younger players.

SUPER KICK OFF 76%
● Anco
Overhead very fast football game with zillions of options — poor scrolling leads to frustrating gameplay.

SUPER NBA BASKETBALL 88%
● Tecmo
Brilliant official NBA basketball game with slick scrolling, incredible fast pace and great controls. The best five-on-five game available.

SUPER MARIO KART 90%
● Nintendo
The best racing game ever! Yes, Mario and the gang are back in an incredibly-addictive karting game. There are three difficulty settings, one- and two-player options pus a choice of Grand Prix, Battle or Time Trial. Non-stop fun but maybe a bit limited for solo drivers.

SUPER MARIO WORLD 95%
● Nintendo
Mario's first SNES adventure is packed with 96 levels to explore and masses of tricky puzzles to solve, bonus rooms to find and special worlds to conquer. Superb cute graphics, brilliant theme tune and the best playability ever — recommended to everyone.



SUPER OFF-ROAD 51%
● Tradewest
Race off-road trucks around indoor circuits filled with hazardous obstacles. Prize money is awarded depending on position and there are plenty of upgrades to buy and different levels but repetitive gameplay gets boring.

SUPER PANG 86%
● Capcom
This bubble-bursting arcade conversion pits a boy and his gun against ever increasing quantities of bubbles. The aim is to blast the lot and grab the power-ups before moving onto the next level where things get even tougher. Great gameplay but no two-player game. Highly addictive.

SUPER PLAY ACTION FOOTBALL 77%
● Nintendo
Disappointing American football sim considering how brilliant Nintendo's other releases have been. All 28 NFL teams are here, plus College and High School teams. Features three different control systems depending on difficulty and some cool moves but is missing vital ingredients in the gameplay department. Could've been wonderful. Oh well...

SUPER PRO BASEBALL
See Super Bases Loaded

SUPER PROBOTECTOR
See Contra Spirits Also known in US as Contra III

SUPER PUTTY 87%
● System 3
Fantastic, bright graphics, great sound and a groovy control method are hampered by serious difficulty and only four levels.

SUPER R-TYPE 83%
● IREM
One of the first four UK Pal Super Nintendo releases and it's easy to see why. This highly addictive sideways-scrolling space-age blaster has loads of power-ups, great graphics and sound and a nice and tough difficulty setting.

SUPER SMASH TV 87%
● Acclaim
Based on futuristic Running Man style quiz show where the aim is to kill or be killed.Slick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Firing controls are a bit tricky at first as each of the four buttons fires in a different direction but this doesn't take too log too get to grips with.

Arcade Adventure/RPG Beat-'em-up Platform

SUPER SOCCER CHAMP
See Hat-Trick Hero

SUPER STAR WARS 92%
● JVC
One of the best shoot-'em-ups of all time and a total gaming experience. From the second the amazing movie-style introduction and stunning theme tune starts up you're hooked. A top-notch game that is instantly addictive. Brilliant visuals, brilliant FX and it is so simple to play it's unbelievable. The only problem is that it's not too difficult to complete but even so you won't be able to stop going back for another go. Definitely has to be seen (and heard!) to be believed.



SUPER STRIKE EAGLE 79%
● Microprose
A fast and furious flight sim featuring excellent mode 7 scaling and rotation. Gameplay becomes repetitive after a bit of play though.

SUPER STRIKE GUNNER 55%
● NTVIC
Very easy up-the-screen space-based shooter that takes about an hour to complete. No lastability at all.

SUPER SWIV 78%
● Storm
Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating. Two-player simultaneous game is much more playable.

SUPER TENNIS 88%
● Nintendo
Loads of options to choose from including an excellent two-player mode. With good cartoon-style graphics, above average FX, and one of the most playable control systems ever, this tennis sim is very addictive and very realistic. One of the best sports games ever.

SUPER TETRIS + BOMBLISS 85%
● BPS
Straight conversion of the fiendishly addictive Tetris. Graphics are nothing special but the gameplay is superb as ever. Bombliss is a great game in its own right and combining the two is a great value for money cart if you're a fan of classic puzzlers.

SUPER VALIS 60%
● Telenet
Another in a long line of samey Japanese platformers. Graphics and backgrounds are cute but gameplay isn't very challenging at all.

T2 JUDGMENT DAY 46%
● Acclaim
Another disappointing film licence. *T2* promises so much but delivers very little. Frustrating gameplay and sketchy graphics result in limited lastability.

TAZ-MANIA 86%
● T* HQ
A original combination of racing game and collect-'em-up. The graphics and the sound is excellent although gameplay becomes repetitive.

TERMINATOR 55%
● Mindscape
Boring and frustrating licence that promises so much and delivers very little. Despite a good intro sequence, atmospheric visuals and digitised movie stills once you get to the action the gameplay falls flat. Levels are huge but it's very hard and quickly becomes frustrating, annoying and then boring.

TEST DRIVE II 78%
● Accolade
Realistic sports car challenge against computer. There's a choice of four classic sports cars and a great in-the-cockpit view. The aim is on realism so you really get a feel for speed. There are a number of highways to race on and a few nice touches like flies splatting on the windscreen and the grumpy cop who arrests you for speeding. But lacks excitement.

THE HUNT FOR RED OCTOBER 55%
● Hi-Tech Expressions
Limited and almost unrecognisable Super Scope conversion of the popular submarine suspense movie starring Sean Connery and William Baldwin. Dodgy graphics and uninspiring gameplay make sure this sinks rather than swims.

TINY TOONS 87%
● Konami
Visually stunning cartoon platformer starring the Warner Bros gang. The dash control takes a while to get used to but once mastered is brilliant. The sub-games are superb — there's even a mini American football game — but the fun finishes far too quickly. A joy to play and a brilliant laugh but too easy!

THE ROCKETEER 45%
● IGS
Poor Disney licence of a very bad film. In the early rounds the action consists of racing a plane around in circles against computer controlled opponents but later goes onto include beat-'em-up sections. Gameplay lacks excitement and challenge — the graphics are passable but that's about it.

THUNDER SPIRITS 65%
● Seika
Another in a long line of samey Japanese shoot-'em-ups. Decent graphics but nothing in the gameplay department to stimulate interest.

TOM AND JERRY 44%
● Hi-Tech Expressions
A god-awful, lifeless conversion of a classic cartoon. Some really good graphics but the annoying control system makes gameplay really frustrating .

TOP GEAR 88%
● Kemco
Also known as Top Racer in Japan, this is one of the great racing games of all time. Four cars, loads of tracks and super gameplay make sure you'll be playing under the chequered flag comes down .

TRODDLERS 65%
● Storm
An unoriginal, well made puzzler. Fun in two player mode but one player needs more variety. With 175 levels, it's quite a challenge. Entertaining and uncomplicated.

TUFF E NUFF 65%
● Jaleco
An above average beat-'em-up with large sprites, impressive speech and an action replay feature. Lacks challenge in one-player mode and the glitchy animation becomes frustrating.

TURTLES IN TIME 75%
● Konami
Great visuals with rockin' sounds and speech. Fun to play but lacks challenge and variety.

ULTRAMAN 51%
● Bandai
Seasoned Japanese beat-'em-up which looks pretty out of date these days. Some good touches but otherwise lifeless.

UN SQUADRON 83%
● Capcom
One of the earliest Capcom classics this impressive arcade-style plane-based shooter still stands the test of time pretty well. It was a major hit on the Super Famicom and it's going strong to this day. There are plenty of weapons, loads of enemies and impressive graphics, unfortunately it suffers badly from 'slow down ' when there is plenty of action on-screen.

WAIALAE COUNTRY CLUB 76%
● T&E Soft
Graphically impressive but plodding golf sim over one of the world's most spectacular and unforgiving courses. The scenery takes your breath away but the gameplay is too slow.

WARP SPEED 75%
● Accolade
Cool looking spaced-based blaster with very impressive use of Mode 7. Gameplay is slow as you fight enemies one-on-one rather than blast it out wit a whole fleet. Maybe a bit dated but still enjoyable.

WHEEL OF FORTUNE 37%
● Gametek
American Hangman-style TV quiz game that's a laugh for a group but tiresome for the single player. The highlight for many is the digitised Vanna White but even she can't save the show.

WING COMMANDER 84%
● Mindscape
An excellent intergalactic fighting adventure with stunning visuals, oodles of missions and space scum to blow away. Graphics can be a bit dodgy and there is some slowdown when the action gets really hot.

WORLD CLASS RUGBY 78%
● Imagineer
Unusual but enjoyable cartoon rugby union sim released on the back of the popularity of the World Cup. The control system is a little awkward and unrealistic but good fun nevertheless. An excellent attempt at console rugby.

WORDTRIS 45%
● Spectrum Holobyte
A strange and disappointing twist to Tetris. Matching letters instead of blocks doesn't work anywhere near as well. Whereas the original Tetris was fast, compulsive playing this is nowhere near as addictive and playable.

WWF WRESTLEMANIA 80%
● Acclaim
A good arcade conversion capturing all the thrills and spills of WWF wrestling. All the WWF legends are featured — Hulk Hogan, Randy Savage, The Undertaker etc. Tough at first with a lot of button prodding — limited for one.

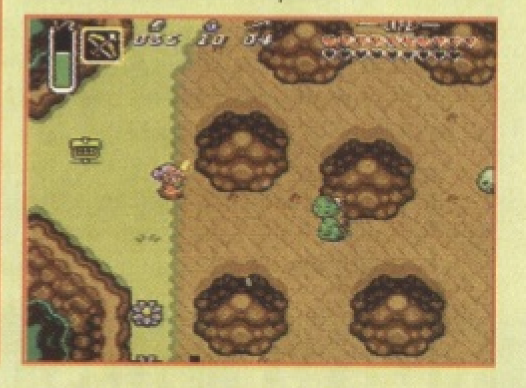
X-ZONE 61%
● Kemco
Another SuperScope game, and easily the best of a *very* bad bunch. The aim of this shooter is to overcomes the defences of a computer that's gone out of control.

XARDION 60%
● Asmik
Boring Jap blaster with some neat graphics but just not fast enough. The highlight is the smooth scrolling and the Contra-type gameplay which raises it to a just-above-average status.

YOSHI'S COOKIE 79%
Nintendo
Cute, competent puzzler with fast, furious two-player mode and bags of Mario appeal make this a good alternative to Tetris.

ZELDA 3 : A LINK TO THE PAST 93%
● Nintendo
A superb and unsurpassed RPG with great effects and 3-D maps. The graphics aren't spectacular but the rivetting gameplay and the challenging but not overpowering puzzles make this one of the best games ever.

Easy to get into, very hard to get out of and even harder to complete.



Rest assured Directory Enquiries gets another complete overhaul next month. So if you want to keep your finger on the pulse of the Nintendo scene, make sure you join us.

Puzzle   Shoot-'em-up   Sports/Racing   Sims/Strategy

Nutty Personalities

Gone are the days when a game character was just cluster of pixels. As it becomes increasingly difficult to distinguish fantasy from reality, SNES FORCE gets inside information...

I was nervous. What to expect? Would I recognise him — was he buried under make-up on screen? It's amazing, really, how far characters have come in recent years — look at Mario. He started life in a game with an ape, and now he's more important than just a cartridge. He's a *personality*, bigger than Mickey Mouse. Lemonade, T-shirts, underwear — he's everywhere. It doesn't matter that he started life as a simple plumber, his name alone can sell a million toys. He must be laughing now, he doesn't even have to work anymore. The lunatics are taking over the asylum...

Characters are becoming less and less distinguishable as just *characters*, as software companies seem more and more eager to promote their stars as real identities, not just a sprite made up of thousands of pixels controlled by you. Look at *Mortal Kombat*. The furore over its release was caused by the fact that it used digitised film of real people — were there any hassles over the release of *SFII*? It hasn't improved *Kombat* greatly, and the characters in best-selling *SFII* are so clearly fictional they've taken on an almost mythical quality. And yet there is still this need to make it all *real*. Why?

Lost in a daydream, I nearly walked past the bar. A little 'down market' to say the least. Probably wanted his privacy. I strode confidently up to the bar and ordered an orange juice. Calmly taking in my surroundings, I froze. There he was, a legend in the making, all perfectly sculpted red hair and beautifully preened tail, all six feet of Mr Nutz. After blagging his way into the game industry with false Cutie Character Training Academy qualifications, it was revealed to us that Nutz was actually expelled from the school after just one year. He apparently started well and showed great promise, but became disillusioned and unruly, often reprimanded for shining headlights in Sonic's face and teasing Mario about the silly dungarees his mother made him wear.

When we talked to Mr Nutz about this he told us the full, if you'll excuse the pun, tale. I was practically shaking in my shoes. How do you address something that isn't real? More to the point, how could I tell him that? I wanted to know more about the alcohol abuse, the alleged Mafia links, the expulsion — the whole story. A formal introduction, a 'how are you' and an uncomfortable silence later, I stumbled clumsily into my questioning.

SNES FORCE: So, Mr Nutz, first a few general questions. What do you think of Australia's plans to become a republic? Would you say it's fair or, indeed, morally correct for Roxette to have their own stamp in Sweden, and how do you keep your tail in such luscious condition?

NUTZ: My cute background (which I have spent some time shrugging off) has taught me one thing — don't discuss anything political! Or if I do, waffle a bit and don't actually say anything. I remember that Skippy had big feet and a long tail.

Roxette's early stuff is OK, I've been getting a lot of fan mail from Sweden lately. This tall blonde keeps sending me photos of herself, some of them... well, I won't go into that (chuckles to himself). Anyway I'm a squirrel, and not sure I know what a stamp is, exactly. My tail is naturally large and after all the pressure to be well turned out at the Academy, I let it look after itself these days.

SF: Another drink? Why did you deliberately defraud Ocean and the public into thinking you were a graduate of the CCTA?

NUTZ: You've seen the Nutz game and you know it's an absolute corker. My mission was to ensure this happened, that Nintendo gamers got a great game. So a few white lies were thrown around, no-one got hurt! I prefer to see it as a small hiccup, or maybe just a tiny belch.

SF: Another? My, you *are* thirsty. So tell us, what were Mario, Sonic et al really like when they were just school-characters?

NUTZ: Swots! White PE kits! Packed lunches with all the food groups represented! You know what I'm saying?!

SF: How would you describe your behaviour in your last term at the CCTA?

NUTZ: I don't condone a *flagrant* abuse of authority, but I found the whole school thing had nothing to do with the game. I'm sure your readers will know what I mean and sympathise accordingly.

SF: How do you plan to prove to Ocean that you're worthy of starring in games, what with all this controversy about your past?

NUTZ: I've been pulling out all the stops. I've bungee jumped, ridden the wall of death, watched some dodgy daytime TV all the way through, wing-walked and did a 24 hour stint in a Take That T-shirt. Ocean were pretty impressed, but the real task has been hiding from the paparazzi. This is quite a seedy place you've brought me to, I wouldn't usually come here.

SF: Ahem, (cough!) go on, have a last one for the road. What do you reckon to your new game — we like it?

NUTZ: It was hard work, but I'd recommend everyone to grab *Mr Nutz*. I'm particularly pleased with the way I look, but the only real question is can gamers match up to the challenge?

SF: Have you ever visited Sicily, Mr Nutzione?

NUTZ: Despite what you may have heard, no. Yeah, so I like pasta, but that's purely an energy and fitness thing. I don't know Frank Sinatra, he is not in the game, I think you may have me confused with the plumber. Who's for another Nutty Brew?

SF: Cheers! Finally, is there a prospective Mrs Nutz? What would you say to the rumours that you were seen out clubbing recently with Jason Donovan?

NUTZ: My private life is that, private. The main thing in life is performing well in the game, so all those foxy orange fluffy squirrels will have to wait their turn. Jason and I are just good friends.

As the dividing line between fiction and reality becomes ever more indefinable, I can't help but wonder if the realistic approach is dangerous. If, one day, I might walk into a bar and see a squirrel seated, talking to a plumber and a blue hedgehog about their day at work, or the rising crime rate — sounds like a great idea for a book. Quick, somebody tell Will...

As a great Chihuahua once said: 'You eediot! He's just a cartoon character. He's not real! Not flesh and blood like we! I'm telling you cartoons aren't real! They're... they're puppets!' ■

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